# CowBoy Cafe
# UML Diagram

**<<enum>>**
**Size**

Small
Medium
Large

**<<enum>>**
**SodaFlavors**

CreamSoda
OrangSoda
Sarsparilla
BirchBeer
Rootbeer

**<<interface>>**
**IOrderItem**

+ Price:Double <<get>> {override}
+SpecialInstructions:List<string> {override}

**<<interface>>**
**Drink**

+ Size:Size <<get,set>> = Size.Small
+ Price:Double <<get>> {abstract}
+ Calories:Uint <<get>> {abstract}
+ Ice:Bool <<get,set>> = true
+ SpecialInstructions:List<string> {abstract}

**<<interface>>**
**Side**

+ Size:Size <<get,set>> = Size.Small
+ Price:Double <<get>> {abstract}
+ Calories:Uint <<get>> {abstract}

**<<interface>>**
**Entree**

+ Size:Size <<get,set>> = Size.Small
+ Price:Double <<get>> {abstract}
+ Calories:Uint <<get>> {abstract}

**Order**

+ Items:IEnumerable<IOrderItem> <<get>>
+ lastOrderNumber:Uint
+ items:List<IOrderItem>
+ Subtotal:Double <<get>>
+ OrderNumber:Uint <<get>>
+ Price:Double
+ SpecialInstructions:List<string>
+ PropertyChanged:PropertyChangedEventHandler

+ Add(IOrderItem Item) return:Void
+ Order() return:Constructor
+ NotifyPropertyChanged() return:void
- Remove(IOrderItem Item) return:Void
+ OnItemPeopertyChange() return:void

**Jerked Soda**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Sweet:Bool <<get,set>>
+ Flavor:SodaFlavor <<get,set>>
+SpecialInstructions:List<string> {override}

**Texas Tea**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Sweet:Bool <<get,set>>
+ Lemon:Bool <<get,set>>
+SpecialInstructions:List<string> {override}

**Baked Beans**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}

**Chilli Cheese Fries**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}

**Dakota Double**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+SpecialInstructions:List<string> {override}
+ Bun:Bool <<get,set>> = true
+ Tomato:Bool <<get,set>> = true
+ Lettuce:Bool <<get,set>> = true
+ Mayo:Bool <<get,set>> = true
+ Ketchup:Bool <<get,set>> = true
+ Pickle:Bool <<get,set>> = true
+ Cheese:Bool <<get,set>> = true
+ Mustard:Bool <<get,set>> = true

**Texas Triple**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+SpecialInstructions:List<string> {override}
+ Bun:Bool <<get,set>> = true
+ Tomato:Bool <<get,set>> = true
+ Lettuce:Bool <<get,set>> = true
+ Mayo:Bool <<get,set>> = true
+ Ketchup:Bool <<get,set>> = true
+ Pickle:Bool <<get,set>> = true
+ Cheese:Bool <<get,set>> = true
+ Mustard:Bool <<get,set>> = true
+ Bacon:Bool <<get,set>> = true
+ Egg:Bool <<get,set>> = true

**CowPoke Chilli**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+SpecialInstructions:List<string> {override}
+ TortillaStrips:Bool <<get,set>> = true
+ GreenOnions:Bool <<get,set>> = true
+ SourCream:Bool <<get,set>> = true
+ Cheese:Bool <<get,set>> = true

**Pan de Campo**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}

**Corn Dodgers**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}

**Angry Chicken**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Bread:Bool <<get,set>> = true
+ Pickle:Bool <<get,set>> = true
+SpecialInstructions:List<string> {override}

**CowBoy Coffee**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Decaf:Bool <<get,set>>
+ RoomForCream:Bool <<get,set>>
+SpecialInstructions:List<string> {override}

**Water**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Lemon:Bool <<get,set>>
+SpecialInstructions:List<string> {override}

**Trail Burger**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+SpecialInstructions:List<string> {override}
+ Bun:Bool <<get,set>> = true
+ Ketchup:Bool <<get,set>> = true
+ Pickle:Bool <<get,set>> = true
+ Cheese:Bool <<get,set>> = true
+ Mustard:Bool <<get,set>> = true

**Pecos Pulled Pork**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+ Bread:Bool <<get,set>> = true
+ Pickle:Bool <<get,set>> = true
+SpecialInstructions:List<string> {override}

**Rustler's Ribs**

+ Price:Double <<get>> {override}
+ Calories:Uint <<get>> {override}
+SpecialInstructions:List<string> {override}