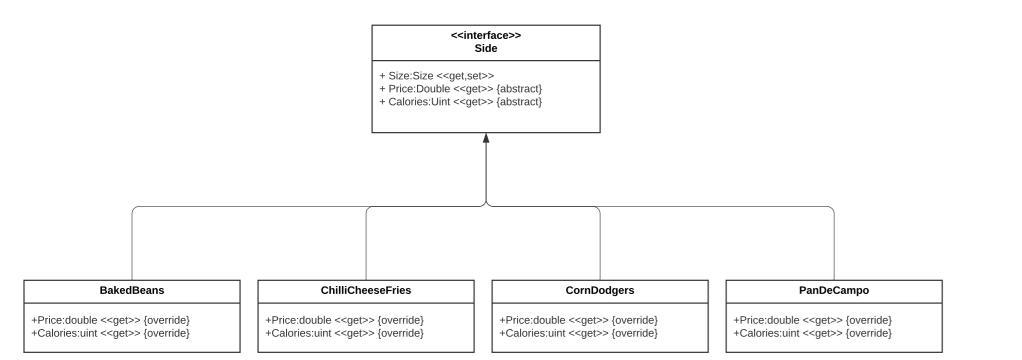
<<enum>> <<interface>> Soda Flavors Drink <<enume>> Size CreamSoda + Size:Size <<get,set>> = Size.Small OrangeSoda Small + Price:Double <<get>> {abstract} Sarsparilla Medium + Calories:Uint <<get>> {abstract} BirchBeer Large + Ice:Bool <<get,set>> = true Rootbeer + SpecialInstructions:List<string> {abstract} Jerked Soda Texas Tea **Cowboy Coffee** Water +Price:double <<get>> {override} +Price:double <<get>> {override} +Price:double <<get>> {override} +Price:double <<get>> {override} +Calories:uint <<get>> {override} +Calories:uint <<get>> {override} +Calories:uint <<get>> {override} +Calories:uint <<get>> {override} +Sweet:bool<<get,set>> +Decaf:bool<<get,set>> +Lemon:bool<<get,set>> +Flavor:SodaFlavor<<get,set>> +Lemon:bool<<get,set>> +RoomForCream:bool<<get,set>> +SpecialInstructions: List<string> {override} +SpecialInstructions: List<string> {override} +SpecialInstructions: List<string> {override} +SpecialInstructions: List<string> {override}



Cowboy Cafe UML

Mohamed Khalil | February 12, 2020

