Cowboy Cafe UML

Mohamed Khalil | February 12, 2020

<<enum>> Soda Flavors
- CreamSoda
- OrangeSoda
- Sarsparilla
- BirchBeer
- Rootbeer

<<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}

<<enume>> Size
- Small
- Medium
- Large

Jerked Soda
- +Price:double <<get>> {override}
- +Calories:uint <<get>> {override}
- +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}

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}

<<interface>> Side
- + Size:Size <<get,set>>
- + Price:Double <<get>> {abstract}
- + Calories:Uint <<get>> {abstract}

BakedBeans
- +Price:double <<get>> {override}
- +Calories:uint <<get>> {override}

ChilliCheeseFries
- +Price:double <<get>> {override}
- +Calories:uint <<get>> {override}

CornDodgers
- +Price:double <<get>> {override}
- +Calories:uint <<get>> {override}

PanDeCampo
- +Price:double <<get>> {override}
- +Calories:uint <<get>> {override}

<<interface>> Entree
- + Price:Double <<get>> {abstract}
- + Calories:Uint <<get>> {abstract}
- + SpecialInstructions:List<string> {abstract}

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

RusItersRibs
- + Price:Double <<get>> {abstract}
- + Calories:Uint <<get>> {abstract}
- + SpecialInstructions:List<string> {abstract}

DakotaDouble
- + Price:Double <<get>> {abstract}
- + Calories:Uint <<get>> {abstract}
- + SpecialInstructions:List<string> {abstract}
- + 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

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

TexasTriple
- + Price:Double <<get>> {abstract}
- + Calories:Uint <<get>> {abstract}
- + SpecialInstructions:List<string> {abstract}
- + 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

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

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