Class Diagram:-

Component
`<<interface>>`

+ printDescription() : void
+ addChild(C : Component) : void
+ removeChild(C : Component) : void
+ getChild(i : int) : Component

CustomBurger
`<<interface>>`

+ getBurgerCost() : double

Client

BuildBurger

+ getOrder() : Component

Composite

printDescription() : void
+ addChild(C : Component) : void
+ removeChild(C : Component) : void
+ getChild(i : int) : Component

Leaf

+ printDescription() : void
+ addChild(C : Component) : void
+ removeChild(C : Component) : void
+ getChild(i : int) : Component

Burger

customBurgerCost : double
+ getBurgerCost() : double

Decorator

customBurgerCost : double
+ getBurgerCost() : double

Cheese

customBurgerCost : double
+ getBurgerCost() : double

PremiumCheese

customBurgerCost : double
+ getBurgerCost() : double

Sauce

customBurgerCost : double
+ getBurgerCost() : double

UnlimitedToppings

customBurgerCost : double
+ getBurgerCost() : double

PremiumToppings

customBurgerCost : double
+ getBurgerCost() : double

Bun

customBurgerCost : double
+ getBurgerCost() : double

Side

customBurgerCost : double
+ getBurgerCost() : double