## <<enum>> Size

Small Medium Large

# <<abstract>> Side

- +Size:Size <<get.set>> = Size.Small
- +Price:double <<get>> {abstract}
- +Calories:uint <<get>> {abstract}

# ChiliCheeseFries

- \+ Size:Size <<get.set>> = Size.Small
- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}

## BakedBeans

- \+ Size:Size <<get.set>> = Size.Small
- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}

#### PanDeCampo

- \+ Size:Size <<aet.set>> = Size.Small
- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}

#### CornDodgers

- \+ Size:Size <<get,set>> = Size.Small
- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}

# <<enum>> SodaFlavor

CreamSoda OrangeSoda Sarsparilla BirchBeer RootBeer

# <<abstract>> Drink

- +Size:Size <<get,set>> = Size.Small
- +Price:double <<get>> {abstract}
- +Calories:uint <<get>> {abstract}
- +Ice:bool <<get,set>> = true
- +SpecialInstructions:List<string>{abstract}

#### JerkedSoda

- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}
- + Flavor: SodaFlavor <<get,set>>
- +SpecialInstructions:List<string>{override}

#### TexasTea

- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}
- + Sweet:bool <<get,set>>
- + Lemon:bool <<get,set>>
- +SpecialInstructions:List<string>{override}

# CowboyCoffee

- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}
- + Decaf:bool <<get.set>>
- + RoomForCream:nool <<get,set>>
- +SpecialInstructions:List<string>{override}

#### Water

- + Price:double <<get>> {override}
- + Calories:uint <<get>> {override}
- + Lemon:Bool <<get,set>>
- +SpecialInstructions:List<string>{override}

## <<abstract>> Entree

- +Size:Size <<get,set>> = Size.Small
- +Price:double <<get>> {abstract}
- +Calories:uint <<get>> {abstract}

# CowpokeChili

- bread:bool = true
- pickle:bool = true

- bun:bool = true

ketchup:bool = true

- mustard:bool = true

- cheese:bool = true

- pickle:bool = true

- mayo:bool = true

lettuce:bool = true

- tomato:bool = true

- bacon:bool = true

+ Bun:bool <<qet,set>> = true

+ Pickle:bool <<get,set>> = true

+ Ketchup:bool <<get,set>> = true + Mustard:bool <<get,set>> = true

+ Cheese:bool <<get,set>> = true

+ Mayo:bool <<get,set>> = true

+ Lettuce:bool <<get,set>> = true

+ Tomato:bool <<get,set>> = true

+ Bacon:bool <<get,set>> = true

+ Egg:bool <<get,set>> = true + Price:double <<get>> = 6.45

+ Calories:uint <<get>> = 698

+SpecialInstructions:List<string><<get>>

- egg:bool = true

- + Bread:bool <<get.set>> = true
- + Pickle:bool <<get,set>> = true
- + Price:double <<get>> = 5.99
- + Calories:uint <<get>> = 190
- +SpecialInstructions:List<string><<get>>

TexasTriple

# PecosPulledPork

- bread:bool = true
- pickle:bool = true
- + Bread:bool <<get,set>> = true
- + Pickle:bool <<get,set>> = true + Price:double <<get>> = 5.88
- + Calories:uint <<get>> = 528
- +SpecialInstructions:List<string><<get>>

# AngryChicken

- bread:bool = true
- pickle:bool = true
- + Bread:bool <<get,set>> = true
- Pickle:bool <<aet.set>> = true
- Price:double <<get>> = 5.99
- + Calories:uint <<get>> = 190
- +SpecialInstructions:List<string><<get>>

#### RustlersRibs

- + Price:double <<aet>> = 7.50
- + Calories:uint <<get>> = 894
- +SpecialInstructions:List<string><<get>>

- bun:bool = true
- ketchup:bool = true
- mustard:bool = true
- cheese:bool = true
- pickle:bool = true
- + Bun:bool <<qet,set>> = true
- + Pickle:bool <<get,set>> = true
- + Ketchup:bool <<get,set>> = true + Mustard:bool <<get,set>> = true
- + Cheese:bool <<get,set>> = true
- + Price:double <<get>> = 4.50
- + Calories:uint <<get>> = 288
- +SpecialInstructions:List<string><<get>>

# TrailBurger

- bun:bool = true
- ketchup:bool = true
- mustard:bool = true
- cheese:bool = true
- pickle:bool = true
- mayo:bool = true
- lettuce:bool = true
- tomato:bool = true
- + Bun:bool <<get,set>> = true + Pickle:bool <<get,set>> = true

DakotaDouble

- + Ketchup:bool <<get,set>> = true
- + Mustard:bool <<get.set>> = true
- + Cheese:bool <<get.set>> = true
- + Mayo:bool <<get,set>> = true
- + Lettuce:bool <<get.set>> = true
- + Tomato:bool <<get,set>> = true
- + Price:double <<get>> = 5.20
- + Calories:uint <<get>> = 464
- +SpecialInstructions:List<string><<get>>