<<abstract>>Drink <<enum>> SodaFlavor +Size:Size <<get, set>> = Size.Small +Price:double<<get>>{abstract} CreamSoda, OrangeSoda, Sarsaparilla, +Calories:uint<<get>>{abstract} +lce:double<<get, set>> = true BirchBeer, RootBeer CowboyCoffee TexasTea JerkedSoda 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>> = true; + Flavor:SodaFlavor <<get, set>> + RoomFromCream:bool <<get, set>> + Lemon:bool <<get, set>> = false; + Lemon:bool <<get, set>> = false; + SpecialInstructions:List<string><<get>> + Ice:bool<<get, set>> = false + SpecialInstructions:List<string><<get>> + SpecialInstructions:List<string><<get>> {override} + SpecialInstructions:List<string><<get>> {override} {override}

{override}



