Order

- lastOrderNumber:uint
- items:List<IOrderItem>
+ Items:IEnumerable<IOrderItem> <<get>>
- subtotal:double
+ Subtotal:double <<get,set>>
+ OrderNumber: uint <<get,set>>
+ <<event>> PropertyChanged: PropertyChangedEventHandler

+ Add(item:IOrderItem)
+ Remove(item:IOrderItem)

<<interface>> IOrderItem

+ Price: double <<get>>
+ SpecialInstructions: IEnumerable<string> <<get>>

<<interface>> System.ComponentsModel.INotifyPropertyHasChanged

+ <<event>> PropertyChanged: PropertyChangedEventHandler

<<enum>> Size

Small
Medium
Large

<> Side

+ PropertyChanged: PropertyChangedEventHandler (event)
- size:Size
+ Size:Size = Size.Small <<get,set>> (virtual)
+ Price:double <<get>> (abstract)
+ Calories:uint <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

<> Drink

+ PropertyChanged: PropertyChangedEventHandler (event)
- size:Size
+ Size:Size = Size.Small <<get,set>> (virtual)
+ Ingridients: List<string> <<get,set>> (abstract)
+ Ice: bool <<get,set>> (abstract)
+ Price:double <<get>> (abstract)
+ Calories:uint <<get>> (abstract)
+ SpecialInstructions: List<string> <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

<> Entree

+ PropertyChanged: PropertyChangedEventHandler (event)
+ Calories:uint <<get>> (abstract)
+ Price:double <<get>> (abstract)
+ SpecialInstructions: List<string> <<get>> (abstract)

- NotifyOfPropertyChange(propertyName:string) (protected)

AngryChicken

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

CowpokeChili

- cheese:bool
+ Cheese:bool <<get,set>> = true
- sourCream:bool
+ SourCream:bool <<get,set>> = true
- greenOnions:bool
+ GreenOnions:bool <<get,set>> = true
- tortillaStrips:bool
+ TortillaStrips:bool <<get,set>> = true
+ Price:double <<get>> = 6.10 (override)
+ Calories uint <<get>> = 171 (override)
+ SpecialInstructions:List<string> <<get>> (override)

DakotaDoubleBurger

- bun:bool
+ Bun:bool <<get,set>> = true
- ketchup:bool
+ Ketchup:bool <<get,set>> = true
- mustard:bool
+ Mustard:bool <<get,set>> = true
- pickle:bool
+ Pickle:bool <<get,set>> = true
- cheese:bool
+ Cheese:bool <<get,set>> = true
- tomato:bool
+ Tomato:bool <<get,set>> = true
- lettuce:bool
+ Lettuce:bool <<get,set>> = true
- mayo:bool
+ Mayo:bool <<get,set>> = true
+ Price:double <<get>> 5.20 (override)
+ Calories uint <<get>> = 464 (override)
+ SpecialInstructions:List<string> <<get>> (override)

PecosPulledPork

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

RustlersRibs

+ Price:double <<get>> = 7.50 (override)
+ Calories uint <<get>> = 894(override)
+ SpecialInstructions:List<string> <<get>> (override)

TexasTripleBurger

- bun:bool
+ Bun:bool <<get,set>> = true
- ketchup:bool
+ Ketchup:bool <<get,set>> = true
- mustard:bool
+ Mustard:bool <<get,set>> = true
- pickle:bool
+ Pickle:bool <<get,set>> = true
- cheese:bool
+ Cheese:bool <<get,set>> = true
- tomato:bool
+ Tomato:bool <<get,set>> = true
- lettuce:bool
+ Lettuce:bool <<get,set>> = true
- mayo:bool
+ Mayo:bool <<get,set>> = true
- bacon:bool
+ Bacon:bool <<get,set>> = true
- egg:bool
+ Egg:bool <<get,set>> = true
+ Price:double <<get>> = 6.45 (override)
+ Calories uint <<get>> = 698 (override)
+ SpecialInstructions:List<string> <<get>> (override)

TrailBurger

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

BakedBeans

+ Size:Size <<get,set>> = Size.Small
+ Price:double <<get>> (override)
+ Calories:uint <<get>> (override)

ChiliCheeseFries

+ Size:Size <<get,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)

PanDeCampo

+ Size:Size <<get,set>> = Size.Small
+ Price:double <<get>> (override)
+ Calories:uint <<get>> (override)

CowboyCoffee

+ Size:Size <<get,set>> = Size.Small
- decaf:bool
+ Decaf:bool <<get,set>> = false
- cream:bool
+ RoomForCream:bool <<get,set>> = false
- ingridients:List<string>
+ Ingridients:List<string> <<get,set>> (override)
- ice:bool
+ Ice:bool <<get,set>> = false (override)
+ Price:double <<get>> (override)
+ Calories uint <<get>> (override)
+ SpecialInstructions:List<string> <<get>> (override)

JerkedSoda

- flavor:SodaFlavor
+ Size:Size <<get,set>> = Size.Small
+ Flavor: SodaFlavor <<get,set>> = SodaFlavor.CreamSoda
- ingridients:List<string>
+ Ingridients:List<string> <<get,set>> = true (override)
- ice:bool
+ Ice:bool <<get,set>> = true (override)
+ Price:double <<get>> (override)
+ Calories uint <<get>> (override)
+ SpecialInstructions:List<string> <<get>> (override)

<<enum>> SodaFlavor

CreamSoda
OrangeSoda
Sarsparilla
BirchBeer
RootBeer

TexasTea

+ Size:Size <<get,set>> = Size.Small
- sweet:bool
+ Sweet:bool <<get,set>> = true
- lemon:bool
+ Lemon:bool <<get,set>> = false
- ingridients:List<string>
+ Ingridients:List<string> <<get,set>> = true (override)
- ice:bool
+ Ice:bool <<get,set>> = true (override)
+ Price:double <<get>> (override)
+ Calories uint <<get>> (override)
+ SpecialInstructions:List<string> <<get>> (override)

Water

+ Size:Size <<get,set>> = Size.Small
- lemon:bool
+ Lemon:bool <<get,set>> = false
- ingridients:List<string>
+ Ingridients:List<string> <<get,set>> = true (override)
- ice:bool
+ Ice:bool <<get,set>> = true (override)
+ Price:double <<get>> (override)
+ Calories uint <<get>> (override)
+ SpecialInstructions:List<string> <<get>> (override)