

TrailBurger

bun:bool

ketchup:bool

mustard:bool

- pickle:bool

- cheese:bool

tomato:bool

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

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

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

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

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

+ Price:double <<get>> = 4.50 (override) + Calories uint <<get>> = 288 (override)

+ SpecialInstructions:List<string> <<get>> (override)

