Size (enum)

<<enum>>
Size

Small
Medium
Large

Soda Flavor (enum)

<<enum>>
Soda Flavor

CreamSoda,
OrangeSoda,
Sarsparilla,
BirchBeer,
RootBeer

Cowboy Coffee

Cowboy Coffee

+ Ice: bool = false;
+ Decaf: bool <<get,set>> = false
+ RoomForCream:bool <<get,set>> =
false
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ SpecialInstructions: List<string>
<<get>> {override}

Texas Tea

Texas Tea

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

Jerked Soda

Jerked Soda

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

Water

Water

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

Drink

<>
Drink

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

ChiliCheeseFries

ChiliCheeseFries

+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}

Corn Dodgers

Corn Dodgers

+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}

Pan De Campo

Pan De Campo

+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}

Baked Beans

Baked Beans

+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}

Side

<>
Side

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

Angry Chicken

Angry Chicken

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

TrailBurger

TrailBurger

+ Price: double <<get>> = 4.50
+ Calories: uint <<get>> = 288
+ Bun: bool <<get, set>> = true
+ Ketchup: bool <<get,set>> = true
+ Pickle: bool <<get, set>> = true
+ Cheese: bool <<get,set>> = true
+ SpecialInstructions: List<sting> <<get>>

TexastTripleBurger

TexastTripleBurger

+ Price: double <<get>> = 6.45
+ Calories: uint <<get>> = 698
+ 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
+ Tomato: bool <<get, set>> = true
+ Lettuce: bool <<get, set>> = true
+ Mayo: bool <<get, set>> = true
+ Bacon: bool <<get, set>> = true
+ SpecialInstructions: List<sting> <<get>>

RustlersRibs

RustlersRibs

+ Price: double <<get>> = 7.50
+ Calories: uint <<get>> = 894
+ SpecialInstructions: List<sting> <<get>>

PecosPulledPork

PecosPulledPork

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

DakotaDoubleBurger

DakotaDoubleBurger

+ Price: double <<get>> = 5.20
+ Calories: uint <<get>> = 464
+ 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
+ Tomato: bool <<get, set>> = true
+ Lettuce: bool <<get, set>> = true
+ Mayo: bool <<get, set>> = true
+ SpecialInstructions: List<sting> <<get>>

CowpokeChili

CowpokeChili

+ Price: double <<get>> = 6.10
+ Calories: uint <<get>> = 171
+ Cheese: bool <<get, set>> = true
+ SourCream: bool <<get, set>> = true
+ GreenOnions: bool <<get,set>> = true
+ SpecialInstructions: List<sting> <<get>>

Entree

<>
Entree

+ Price: double <<get>> {abstract}
+ Calories: double <<get>> {abstract}
+ Special Instructions: List <string>
<<get>> {abstract}