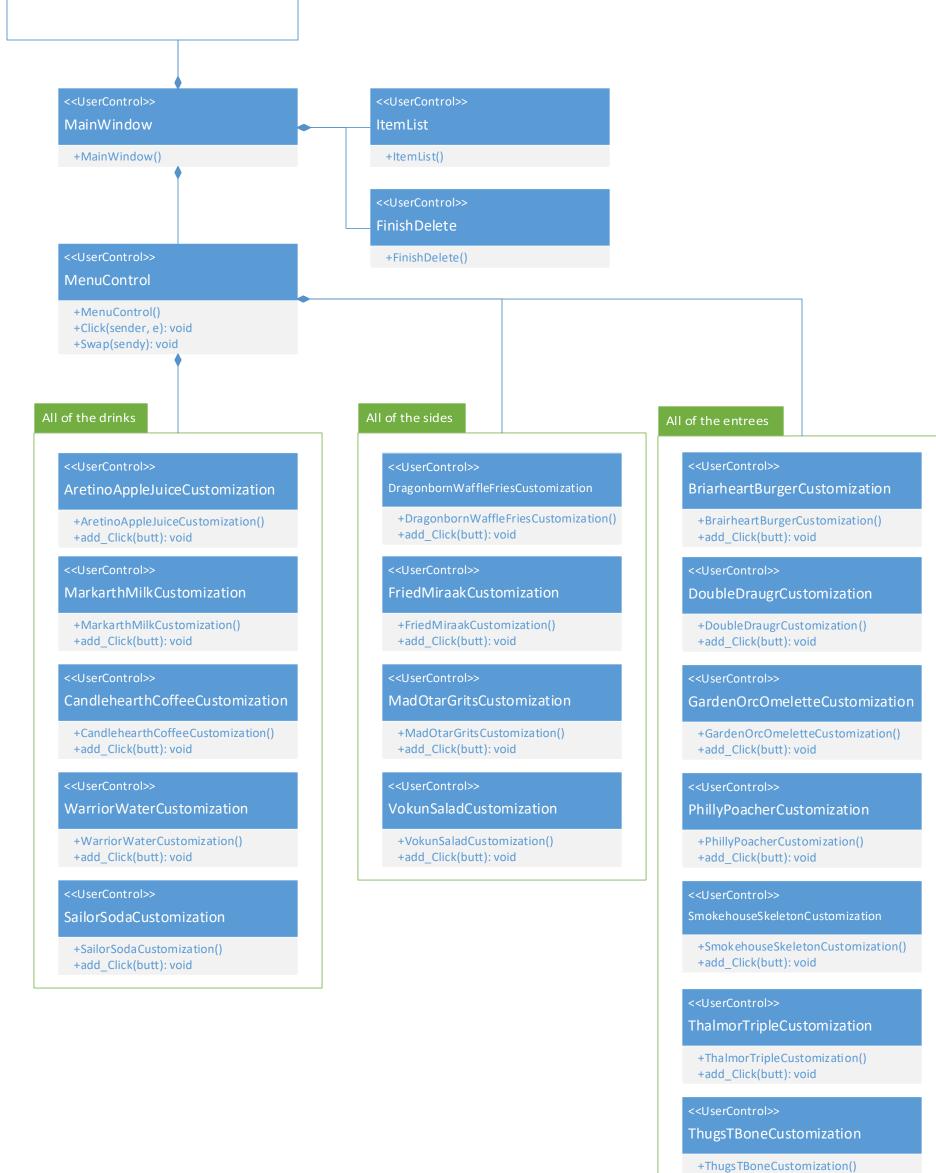


+Calories: uint <<get>> -<u>nextOrderNumber: int = 1</u> ombo Meal +Number: int <<get, set>> +SalesTaxRate: double << get, set>> = 0.12 +Subtotal: double <<get>> +Entree: Entree <<get, set>> +Tax: double +Drink: Drink <<get, set>> +Total: double Side: Side << get, set>> +Order() +Size: Size << get, set>> -orderItemsList(): Collection<IOrderItem> +Price: double <<get>> +AddTo(IOrderItem): void +Calories: uint <<get>> +RemoveFrom(IOrderItem): void +SpecialInstructions: List<string> << get>>



+add_Click(butt): void