

-flavor: SodaFlavor

VarriorWater |

-lemon: bool

+lce: bool <<get, set>>

+Lemon: bool <<get, set>> +Price: double <<get>> {override} +Calories: uint <<get>> {override}

+ToString(): string {override}

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

+ToString(): string {override}

+BaseName: string << get>> {override}

+SpecialInstructions: List<string> << get>> {override}

+SpecialInstructions: List<string> << get>> {override}

