+Size: Size<<get,set>> +Price: double<<get>>

+Calories: uint<<get>> +SpecialInstructions: List<string> <<get>>

Small Medium Large

Blackberry Cherry Grapefruit Lemon Peach Watermelon

rdenOrcOmelette

-broccoli: bool = true -mushrooms: bool = true -tomato: bool = true

-cheddar: bool = true +Broccoli: bool <<get, set>> +Mushrooms: bool <<get, set>> +Tomato: bool <<get, set>> +Cheddar: bool <<get, set>>

+Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override}

-sirloin: bool = true

hillyPoacher

-onion: bool = true -roll : bool = true +Sirloin: bool <<get, set>> +Onion: bool << get, set>> +Roll: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +Special Instructions: List<string> << get>> +ToString(): string {override}

okehouseSkeleton -sausageLink: bool = true -egg: bool = true

-hashBrowns: bool = true -pancake: bool = true +SausageLink: bool <<get, set>> -memberName +Egg: bool <<get, set>>

+HashBrowns: bool <<get, set>> +Pancake: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override}

+Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override}

+Price: double<<get>> +Calories: uint<<get>> +SpecialInstructions: List<string> <<get>> BriarheartBurger 💮

-bun: bool = true -ketchup: bool = true -mustard: bool = true

-pickle: bool = true -cheese: bool = true +Bun: bool << get, set>> +Ketchup: bool <<get, set>> +Mustard: bool <<get, set>> +Pickle: bool <<get, set>>

+Cheese: bool << get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> +ToString(): string {override}

oubleDraugr -bun: bool = true -ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true -tomato: bool = true -lettuce: bool = true -mayo: bool = true

+Bun: bool <<get, set>> +Ketchup: bool <<get, set>> +Mustard: bool <<get, set>> +Pickle: bool <<get, set>>

> +Cheese: bool << get, set >> +Tomato: bool <<get, set>> +Lettuce: bool <<get, set>> +Mayo: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>>

+SpecialInstructions: List<string> << get>> +ToString(): string {override}

-bun: bool = true

halmorTriple

-ketchup: bool = true -mustard: bool = true -pickle: bool = true -cheese: bool = true -tomato: bool = true -lettuce: bool = true -mayo: bool = true -bacon: bool = true -egg: bool = true +Bun: bool << get, set>> +Ketchup: bool <<get, set>> +Mustard: bool <<get, set>>

+Pickle: bool <<get, set>> +Cheese: bool << get, set>> +Tomato: bool <<get, set>> +Lettuce: bool <<get, set>> +Mayo: bool <<get, set>> +Bacon: bool <<get, set>>

+Egg: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>>

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

+ToString(): string {override}

-size: Size = Size.Small +Size: Size <<get, set>> +Price: double <<get>>

FriedMiraak

-size: Size = Size.Small

+Size: Size <<get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

Mad Otar Grits

VokunSalad 💮

-size: Size = Size.Small

+Size: Size << get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

-size: Size = Size.Small

+Size: Size << get, set>>

+Price: double <<get>>

+Calories: uint <<get>>

+Size: Size<<get,set>>

+Price: double<<get>>

+Calories: uint<<get>>

+SpecialInstructions: List<string> << get>>

+ToString(): string {override}

+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

+ToString(): string {override}

+Calories: uint <<get>>

+ToString(): string {override}

+SpecialInstructions: List<string> << get>>

+SpecialInstructions: List<string> <<get>>

+lce: bool <<get, set>> +Size: Size << get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>>

-size: Size = Size.Small

Aretino Apple Juice

-ice: bool = false

-ice: bool = false -decaf: bool = false -roomForCream: bool = false -size: Size = Size.Small +lce: bool <<get, set>> +Decaf: bool <<get, set>>

CandlehearthCoffee

+ToString(): string {override}

+RoomForCream: bool <<get, set>> +Size: Size <<get, set>> +Price: double <<get>>

+Calories: uint <<get>> +SpecialInstructions: List<string> << get>> +ToString(): string {override} +SpecialInstructions: List<string> << get>>

MarkarthMilk

-ice: bool = false -size: Size = Size.Small +lce: bool <<get, set>> +Size: Size << get, set>>

+Price: double <<get>> +Calories: uint <<get>> +Special Instructions: List<string> << get>> +ToString(): string {override}

-ice: bool = true -size: Size = Size.Small -flavor: SodaFlavor = SodaFlavor.Cherry +lce: bool <<get, set>> +Size: Size <<get, set>> +Flavor: SodaFlavor << get, set>> +Price: double <<get>> +Calories: uint <<get>>

+SpecialInstructions: List<string> << get>>

+ToString(): string {override}

+Entrees:IEnumerable<IOrderItem> +Sides: IEnumerable < I Order I tem> +Drinks:IEnumerable<IOrderItem>

Price:double<<get>> Calories:uint<<get>>

+<u>FullMenu:IEnumerable<IOrderItem></u>

SpecialInstructionsrice:List<string><<get>> -memberName

-ice: bool = true -lemon: bool = false -size: Size = Size.Small +lce: bool <<get, set>>

WarriorWater

+Size: Size << get, set>> +Lemon: bool <<get, set>> +Price: double <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> << get>>

+ToString(): string {override}

+Size: Size<<get,set>> +Price: double<<get>> +Calories: uint<<get>>

+SpecialInstructions: List<string> <<get>>