Pizza 1 crust: int - sauce: int - toppingM: int - toppingV: int - balance: double - total: double - deposit: double +<<constructor>> Pizza_1() + getCrust(): int + setCrust(int): void + getSauce(); + setSauce(int): void + getToppingM(): int + setToppingM(int): void + getToppingV(): int + setToppingV(int): void + getTotal(): double + setQuantity(int): void + getQuantity(): int + setBalance(double): virtual void + setDeposit(double): virtual void + operator<<(ostream& o, Pizza_1& p): &ostream + operator>>(istream& i, Pizza_1& p): &istream **Drinks** deposit: double - drinks: int quantity: int balance: double total: double +<<constructor>> Drinks() + getDeposit() const: double + getDrinks(): int + setDrinks(int): void + getQuantity() const: int + setQuantity(int): void + getBalance(): double + getTotal() const: double + setBalance(double): virtual void + setDeposit(double): virtual void + operator<<(ostream& o, Drinks& d): &ostrean + operator>>(istream& i, Drinks& d): &istream

-deposit: double -balance: double -total: double +<<Constructor>> Order() + setUsername(string): void + getUsername(): string + setEmail(string): void + getEmail: string + getDeposit(): double + getBalance(): double + setDeposit(double) = 0: virtual void + setBalance(double) = 0: virtual void + operator<<(ostream& o, const Order& O): &ostream + operator>>(istream& i, const Order& O): &istream Children - balance: double - deposit: double - total: double - foods: int - drinks: int - quantity: int +<<constructor>> Children() + getFoods(): int + setFoods(int): void + getDrinks(): int + getTotal(): double + setDrinks(int): void + setBalance(double): virtual void + setDeposit(double): virtual void + getBalance(): double + getDeposit(): double + operator<<(ostream& o, Children& c); &ostream + operator>>(istream& i, Children& c); &istream

Order

-username: string-email: string

SurpriseGift

- coupon: template<T>
- toys: template<T>
- cashback: template<T>
- giftcard: template<T>
- +<<constructor>> SurpriseGift()
- + getCoupon(): template<T>
- + setCoupon(T): void
- + getToys(): template<T>
- + getCashback(): template<T>
- + setToys(T): void
- + setCashback(T): void
- + getGiftcard(): template<T>
- + setGiftcard(T): void
- + operator<<(ostream& o, const SurpriseGift<T>& c)
- + operator<<(istream& i, SurpriseGift<T>& c): &istrea