

<<Enumeration>>

Size

Small
Medium
Large

<<Enumeration>>

SodaFlavor

Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

GardenOrcOmelette

-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}

PhillyPoacher

-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

+ToString(): string {override}

SmokehouseSkeleton

-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+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}

DoubleDraugr

-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}

ThalmorTriple

DragonbornWaffleFries

```
-size: Size = Size.Small  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

FriedMiraak

```
-size: Size = Size.Small  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

MadOtarGrits

```
-size: Size = Size.Small  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

VokunSalad

```
-size: Size = Size.Small  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

AretinoAppleJuice

```
-ice: bool = false  
-size: Size = Size.Small  
+Ice: bool <<get, set>>  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

CandlehearthCoffee

```
-ice: bool = false  
-decaf: bool = false  
-roomForCream: bool = false  
-size: Size = Size.Small  
+Ice: bool <<get, set>>  
+Decaf: bool <<get, set>>  
+RoomForCream: bool <<get, set>>  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

MarkarthMilk

```
-ice: bool = false  
-size: Size = Size.Small  
+Ice: bool <<get, set>>  
+Size: Size <<get, set>>  
+Price: double <<get>>  
+Calories: uint <<get>>  
+SpecialInstructions: List<string> <<get>>  
-----  
+ToString(): string {override}
```

SailorSoda

```
-ice: bool = true
```

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

ThugsTBone

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

ThalmorTriple

```
-bun: bool = true  
-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}
```

> {override}

SailorSoda

-ice: bool = true
-size: Size = Size.Small
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}

WarriorWater

-ice: bool = true
-lemon: bool = false
-size: Size = Size.Small
+Ice: bool <<get, set>>
+Size: Size <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>
+ToString(): string {override}