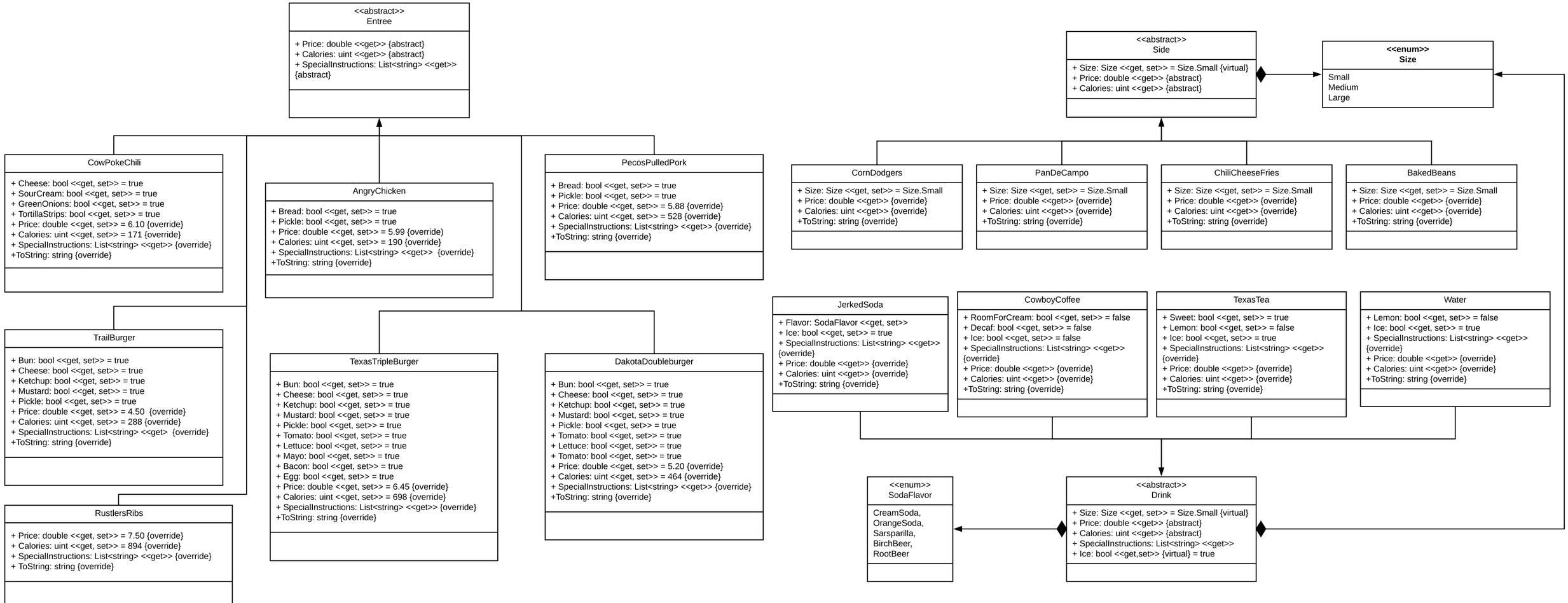
<<abstract>>
Entree
+ Price: double <<get>> {abstract}
+ Calories: uint <<get>> {abstract}
+ SpecialInstructions: List<string> <<get>> {abstract}
CowPokeChili
+ Cheese: bool <<get, set>> = true
+ SourCream: bool <<get, set>> = true
+ GreenOnions: bool <<get, set>> = true
+ TortillaStrips: bool <<get, set>> = true
+ Price: double <<get, set>> = 6.10 {override}
+ Calories: uint <<get, set>> = 171 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ToString: string {override}
AngryChicken
+ Bread: bool <<get, set>> = true
+ Pickle: bool <<get, set>> = true
+ Price: double <<get, set>> = 5.99 {override)
+ Calories: uint <<get, set>> = 190 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ToString: string {override}
PecosPulledPork
+ Bread: bool <<get, set>> = true
+ Pickle: bool <<get, set>> = true
+ Price: double <<get, set>> = 5.88 {override}
+ Calories: uint <<get, set>> = 528 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ToString: string {override}
TrailBurger
+ Bun: bool <<get, set>> = true
+ Cheese: bool <<get, set>> = true
+ Ketchup: bool <<get, set>> = true
+ Mustard: bool <<get, set>> = true
+ Pickle: bool <<get, set>> = true
+ Price: double <<get, set>> = 4.50 {override}
+ Calories: uint <<get, set>> = 288 {override}
+ SpecialInstructions: List<string> <<get> {override}
+ToString: string {override}
TexasTripleBurger
+ Bun: bool <<get, set>> = true
+ Cheese: bool <<get, set>> = true
+ Ketchup: bool <<get, set>> = true
+ Mustard: bool <<get, set>> = true
+ Pickle: bool <<get, set>> = true
+ Tomato: bool <<get, set>> = true
+ Lettuce: bool <<get, set>> = true
+ Mayo: bool <<get, set>> = true
+ Bacon: bool <<get, set>> = true
+ Egg: bool <<get, set>> = true
+ Price: double <<get, set>> = 6.45 {override}
+ Calories: uint <<get, set>> = 698 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ToString: string {override}
DakotaDoubleburger
+ Bun: bool <<get, set>> = true
+ Cheese: bool <<get, set>> = true
+ Ketchup: bool <<get, set>> = true
+ Mustard: bool <<get, set>> = true
+ Pickle: bool <<get, set>> = true
+ Tomato: bool <<get, set>> = true
+ Lettuce: bool <<get, set>> = true
+ Tomato: bool <<get, set>> = true
+ Price: double <<get, set>> = 5.20 {override}
+ Calories: uint <<get, set>> = 464 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ToString: string {override}
RustlersRibs
+ Price: double <<get, set>> = 7.50 {override}
+ Calories: uint <<get, set>> = 894 {override}
+ SpecialInstructions: List<string> <<get>> {override}
+ ToString: string {override}
<<abstract>>
Side
+ Size: Size <<get, set>> = Size.Small {virtual}
+ Price: double <<get>> {abstract}
+ Calories: uint <<get>> {abstract}
<<enum>>
Size
Small
Medium
Large
CornDodgers
+ Size: Size <<get, set>> = Size.Small
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
PanDeCampo
+ Size: Size <<get, set>> = Size.Small
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
ChiliCheeseFries
+ Size: Size <<get, set>> = Size.Small
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
BakedBeans
+ Size: Size <<get, set>> = Size.Small
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
JerkedSoda
+ Flavor: SodaFlavor <<get, set>>
+ Ice: bool <<get, set>> = true
+ SpecialInstructions: List<string> <<get>> {override}
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
CowboyCoffee
+ RoomForCream: bool <<get, set>> = false
+ Decaf: bool <<get, set>> = false
+ Ice: bool <<get, set>> = false
+ SpecialInstructions: List<string> <<get>> {override}
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
TexasTea
+ Sweet: bool <<get, set>> = true
+ Lemon: bool <<get, set>> = false
+ Ice: bool <<get, set>> = true
+ SpecialInstructions: List<string> <<get>> {override}
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
Water
+ Lemon: bool <<get, set>> = false
+ Ice: bool <<get, set>> = true
+ SpecialInstructions: List<string> <<get>> {override}
+ Price: double <<get>> {override}
+ Calories: uint <<get>> {override}
+ToString: string {override}
<<enum>>
SodaFlavor
CreamSoda,
OrangeSoda,
Sarsparilla,
BirchBeer,
RootBeer
<<abstract>>
Drink
+ Size: Size <<get, set>> = Size.Small {virtual}
+ Price: double <<get>> {abstract}
+ Calories: uint <<get>> {abstract}
+ SpecialInstructions: List<string> <<get>>
+ Ice: bool <<get,set>> {virtual} = true