

Combo

-comboEntree

-comboSide

-comboDrink

+Price <<get>>
+Calories<<get>>

<<get>>

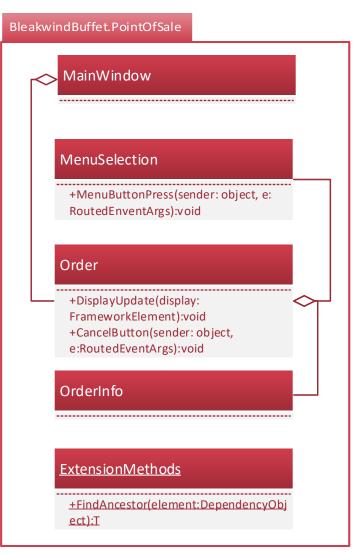
+ComboEntree << get, set >>

+ComboDrink <<get,set>>

+ComboSide <<get,set>>

+SpecialInstructions: List<string>

+ComboChangedListener(sender: object, e:PropertyChangedEventArgs): void



Drink

r <<event>>

+Name: string <<ToString()>>

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

+Price: double <<get>>

+Calories: uint <<get>>

+PropertyChanged:PropertyChangedEventHande

+SpecialInstrcutions: List<string> <<get>>