



etino Apple Juice

-ice: bool = false

-size: Size = Size.Small

+Ice: bool <<get, set>>

+Size: Size << get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

ndlehearthCoffee

-roomForCream: bool = false

+Decaf: bool <<get, set>>

+Size: Size <<get, set>>

+RoomForCream: bool <<get, set>>

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

+Size: Size << get, set>>

+Price: double <<get>> {override}

+Calories: uint << get>> {override}

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

+ToString(): string {override}

-ice: bool = false

-ice: bool = true

-ice: bool = true

-lemon: bool = false

-size: Size = Size.Small

+lce: bool <<get, set>>

+Size: Size <<get, set>>

+Lemon: bool <<get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

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

+ToString(): string {override}

-size: Size = Size.Small

+lce: bool <<get, set>> +Size: Size << get, set>>

-size: Size = Size.Small

+lce: bool <<get, set>>

+Size: Size << get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

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

-flavor: SodaFlavor = SodaFlavor.Cherry

+Flavor: SodaFlavor << get, set>>

+Price: double <<get>> {override}

+Calories: uint <<get>> {override}

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

{override}

+ToString(): string {override}

+ToString(): string {override}

-ice: bool = false

-decaf: bool = false

+Size: Size << get, set>>

+Price: double << get>> {override}

+Calories: uint <<get>> {override}

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

-size: Size = Size.Small

+lce: bool <<get, set>>

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