

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

+ToString(): string {override}

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

ThugsTBone

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

+ToString(): string {override}

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

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