

+Bun: 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}

+Ketchup: bool <<get, set>> +Mustard: bool <<get, set>>

ThugsTBone

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

+ToString(): string {override}

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

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

<Interface>>

BleakwindBuffet.Data.Enums

<Enumeration>>

<<Enumeration>>
SodaFlavor

Blackberry

Grapefruit

Watermelon

Cherry

Lemon

Peach

Small

Large

Medium