

<<Enumeration>> Size
Small
Medium
Large

<<Enumeration>> SodaFlavor
Blackberry
Cherry
Grapefruit
Lemon
Peach
Watermelon

<<Interface>> IOrderItem
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

Menu
+Entrees(): IEnumerable<IOrderItem>
+Sides(): IEnumerable<IOrderItem>
+Drinks(): IEnumerable<IOrderItem>
+FullMenu(): IEnumerable<IOrderItem>

GardenOrcOmelette
-broccoli: bool = true
-mushrooms: bool = true
-tomato: bool = true
-cheddar: bool = true
+Broccoli: bool <<get, set>>
+Mushrooms: bool <<get, set>>
+Tomato: bool <<get, set>>
+Cheddar: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

PhillyPoacher
-sirloin: bool = true
-onion: bool = true
-roll : bool = true
+Sirloin: bool <<get, set>>
+Onion: bool <<get, set>>
+Roll: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

SmokehouseSkeleton
-sausageLink: bool = true
-egg: bool = true
-hashBrowns: bool = true
-pancake: bool = true
+SausageLink: bool <<get, set>>
+Egg: bool <<get, set>>
+HashBrowns: bool <<get, set>>
+Pancake: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

ThugsTBone
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

<<Base Class>> Entree
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

BriarheartBurger
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pickle: bool <<get, set>>
+Cheese: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

DoubleDraugr
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
+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>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

ThalmorTriple
-bun: bool = true
-ketchup: bool = true
-mustard: bool = true
-pickle: bool = true
-cheese: bool = true
-tomato: bool = true
-lettuce: bool = true
-mayo: bool = true
-bacon: bool = true
-egg: bool = true
+Bun: bool <<get, set>>
+Ketchup: bool <<get, set>>
+Mustard: bool <<get, set>>
+Pidkle: 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: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

DragonbornWaffleFries
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

FriedMiraak
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

MadOtarGrits
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

VokunSalad
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

<<Base Class>> Side
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>

AretinoAppleJuice
-ice: bool = false
+Ice: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

CandlehearthCoffee
-ice: bool = false
-decaf: bool = false
-roomForCream: bool = false
+Ice: bool <<get, set>>
+Decaf: bool <<get, set>>
+RoomForCream: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

MarkarthMilk
-ice: bool = false
+Ice: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

SailorSoda
-ice: bool = true
-flavor: SodaFlavor = SodaFlavor.Cherry
+Ice: bool <<get, set>>
+Flavor: SodaFlavor <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

WarriorWater
-ice: bool = true
-lemon: bool = false
+Ice: bool <<get, set>>
+Lemon: bool <<get, set>>
+Price: double <<get>> {override}
+Calories: uint <<get>> {override}
+SpecialInstructions: List<string> <<get>> {override}
+ToString(): string {override}

<<Base Class>> Drink
+Size: Size <<get, set>>
+Price: double <<get>>
+Calories: uint <<get>>
+SpecialInstructions: List<string> <<get>>