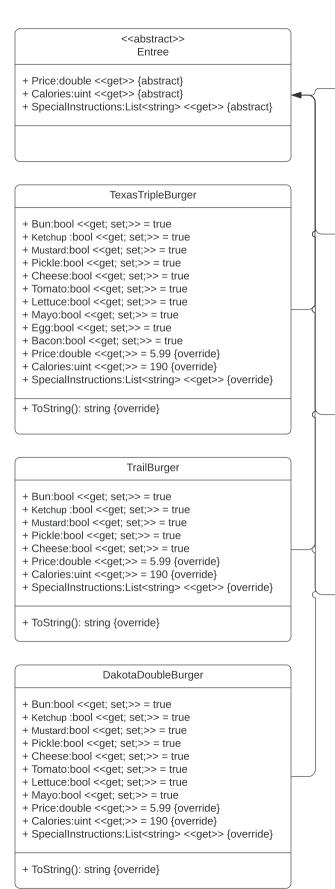
Class Library UML Diagram

Tristan Larson | February 23, 2020



RustlersRibs + Price:double <<get;>> = 5.99 {override} + Calories:uint <<get;>> = 190 {override} + SpecialInstructions:List<string> << get>> {override} + ToString(): string {override} AngryChicken + Bread:bool <<get; set;>> = true + Pickle:bool <<get; set;>> = true + Price:double <<get;>> = 5.99 {override} + Calories:uint <<get;>> = 190 {override} + SpecialInstructions:List<string> <<get>> {override} + ToString(): string {override} CowpokeChili + Cheese:bool <<get; set;>> = true + SourCream:bool <<get; set;>> = true + GreenOnions:bool << get; set;>> = true + TortillaChips:bool <<get; set;>> = true + Price:double <<aet;>> = 5.99 {override} + Calories:uint <<get;>> = 190 {override} + SpecialInstructions:List<string> <<get>> {override} + ToString(): string {override} PecosPuledPork + Bread:bool <<get; set;>> = true + Pickle:bool <<get; set;>> = true + Price:double <<get;>> = 5.99 {override} + Calories:uint <<get;>> = 190 {override} + SpecialInstructions:List<string> <<get>> {override}

+ ToString(): string {override}

<<abstract>> CornDodgers Side + Price:double <<get;>> {override} + Size:Size <<get; set;>> = Size.Small {virtual} + Calories:uint <<get;>> {override} + Price:double <<get;>> {abstract} +Calories:uint <<get;>> {abstract} + ToString(): string {override} ChiliCheeseFries + Price:double <<get;>> {override} + Calories:uint <<get;>> {override} <<enum>> + ToString(): string {override} Size Small Medium Large BakedBeans + Price:double <<get;>> {override} + Calories:uint <<get;>> {override} + ToString(): string {override} PanDeCampo + Price:double <<get;>> {override} + Calories:uint <<get;>> {override} + ToString(): string {override}

TexasTea <<abstract>> +Price:double <<get>> {override} Drink +Calories:uint <<get>> {override} +Sweet:bool <<get, set>> +Size:Size <<get, set>> = Size.Small +Lemon:bool <<get, set>> +Price:double<<get>> {abstract} +Ice:bool <<get, set>> {override} +Calories:uint <<get>> {abstract} +SpecialInstructions:List<String> {override} +lce:bool <<get,set>> = true {virtual} +SpecialInstructions:List<string> {abstract} + ToString(): string {override} JerkedSoda +Price:double <<get>> {override} <<enum>> +Calories:uint <<get>> {override} SodaFlavor +Flavor:SodaFlavor <<get, set>> CreamSoda, +SpecialInstructions:List<String> {override} OrangeSoda, Sarsaparilla, + ToString(): string {override} BirchBeer, RootBeer CowboyCoffee +Price:double <<get>> {override} +Calories:uint <<get>> {override} +Decaf:bool <<get, set>> +RoomForCream:bool <<get, set>> +SpecialInstructions:List<String> {override} + ToString(): string {override} Water +Price:double <<get>> {override} +Calories:uint <<get>> {override} +Lemon:bool <<get,set>>

+SpecialInstructions:List<String> {override}

+ ToString(): string {override}