<> Entree

+ Price:double <<get>> {abstract}
+ Calories:uint <<get>> {abstract}
+ SpecialInstructions:List<string> <<get>> {abstract}

RustlersRibs

+ Price:double <<get;>> = 5.99 {override}
+ Calories:uint <<get;>> = 190 {override}
+ SpecialInstructions:List<string> <<get>> {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}

CowpokeChili

+ Cheese:bool <<get; set;>> = true
+ SourCream:bool <<get; set;>> = true
+ GreenOnions:bool <<get; set;>> = true
+ TortillaChips:bool <<get; set;>> = true
+ Price:double <<get;>> = 5.99 {override}
+ Calories:uint <<get;>> = 190 {override}
+ SpecialInstructions:List<string> <<get>> {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}

TexasTripleBurger

+ Bun:bool <<get; set;>> = true
+ Ketchup :bool <<get; set;>> = true
+ Mustard:bool <<get; set;>> = true
+ Pickle:bool <<get; set;>> = true
+ Cheese:bool <<get; set;>> = true
+ Tomato:bool <<get; set;>> = true
+ Lettuce:bool <<get; set;>> = true
+ Mayo:bool <<get; set;>> = true
+ Egg:bool <<get; set;>> = true
+ Bacon:bool <<get; set;>> = true
+ Price:double <<get;>> = 5.99 {override}
+ Calories:uint <<get;>> = 190 {override}
+ SpecialInstructions:List<string> <<get>> {override}

TrailBurger

+ Bun:bool <<get; set;>> = true
+ Ketchup :bool <<get; set;>> = true
+ Mustard:bool <<get; set;>> = true
+ Pickle:bool <<get; set;>> = true
+ Cheese:bool <<get; set;>> = true
+ Price:double <<get;>> = 5.99 {override}
+ Calories:uint <<get;>> = 190 {override}
+ SpecialInstructions:List<string> <<get>> {override}

DakotaDoubleBurger

+ Bun:bool <<get; set;>> = true
+ Ketchup :bool <<get; set;>> = true
+ Mustard:bool <<get; set;>> = true
+ Pickle:bool <<get; set;>> = true
+ Cheese:bool <<get; set;>> = true
+ Tomato:bool <<get; set;>> = true
+ Lettuce:bool <<get; set;>> = true
+ Mayo:bool <<get; set;>> = true
+ Price:double <<get;>> = 5.99 {override}
+ Calories:uint <<get;>> = 190 {override}
+ SpecialInstructions:List<string> <<get>> {override}

<> Side

+ Size:Size <<get; set;>> = Size.Small {virtual}
+ Price:double <<get;>> {abstract}
+ Calories:uint <<get;>> {abstract}

<<enum>> Size

Small
Medium
Large

1

CornDodgers

+ Price:double <<get;>> {override}
+ Calories:uint <<get;>> {override}

ChiliCheeseFries

+ Price:double <<get;>> {override}
+ Calories:uint <<get;>> {override}

BakedBeans

+ Price:double <<get;>> {override}
+ Calories:uint <<get;>> {override}

PanDeCampo

+ Price:double <<get;>> {override}
+ Calories:uint <<get;>> {override}

<> Drink

+Size:Size <<get, set>> = Size.Small
+Price:double<<get>> {abstract}
+Calories:uint <<get>> {abstract}
+Ice:bool <<get,set>> = true {virtual}
+SpecialInstructions:List<string> {abstract}

TexasTea

+Price:double <<get>> {override}
+Calories:uint <<get>> {override}
+Sweet:bool <<get, set>>
+Lemon:bool <<get, set>>
+Ice:bool <<get, set>> {override}
+SpecialInstructions:List<String> {override}

JerkedSoda

+Price:double <<get>> {override}
+Calories:uint <<get>> {override}
+Flavor:SodaFlavor <<get, set>>
+SpecialInstructions:List<String> {override}

<<enum>> SodaFlavor

CreamSoda,
OrangeSoda,
Sarsaparilla,
BirchBeer,
RootBeer

CowboyCoffee

+Price:double <<get>> {override}
+Calories:uint <<get>> {override}
+Decaf:bool <<get, set>>
+RoomForCream:bool <<get, set>>
+SpecialInstructions:List<String> {override}

Water

+Price:double <<get>> {override}
+Calories:uint <<get>> {override}
+Lemon:bool <<get,set>>
+SpecialInstructions:List<String> {override}