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| **CheeseBurger** |
| -meat: String = “ground beef”  -cheese: String = “American cheese”  -condiments: String = “mustard, onions, lettuce, tomato, pickle”  -bun: String = “white yeast” |
| +CheeseBurger()  +CheeseBurger(meat: String, cheese: String, condiments: String)  +setMeat(meat: String): void  +getMeat(): String  +setCheese(cheese: String): void  +getCheese(): String  +setCondiments(condiments: String): void  +getCondiments(): String  +setBun(bun: String): void  +getBun(): String  +toString(): String |

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| **BigMac** |
| -howManyPatties: int = 2  -hasBigMacSauce: boolean = true |
| +BigMac()  +BigMac(meat: String, cheese: String, condiments: String, howManyPatties: int, hasBigMacSauce: boolean)  +setHowManyPatties(howManyPatties: int): void  +getHowManyPatties(): int  +setHasBigMacSauce(bigMacSauce: boolean): void  +getHasBigMacSauce(): boolean  +toString(): String |