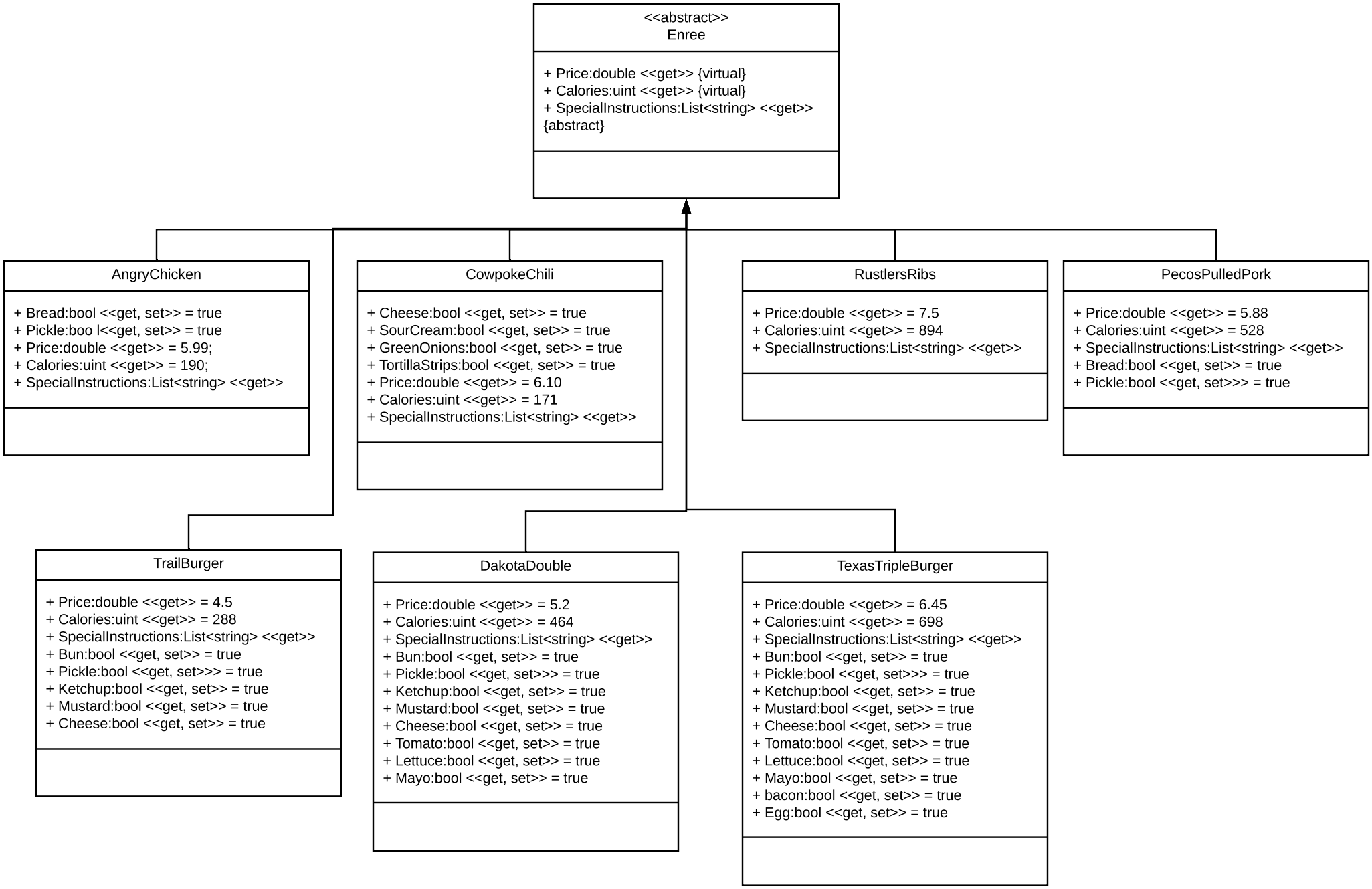
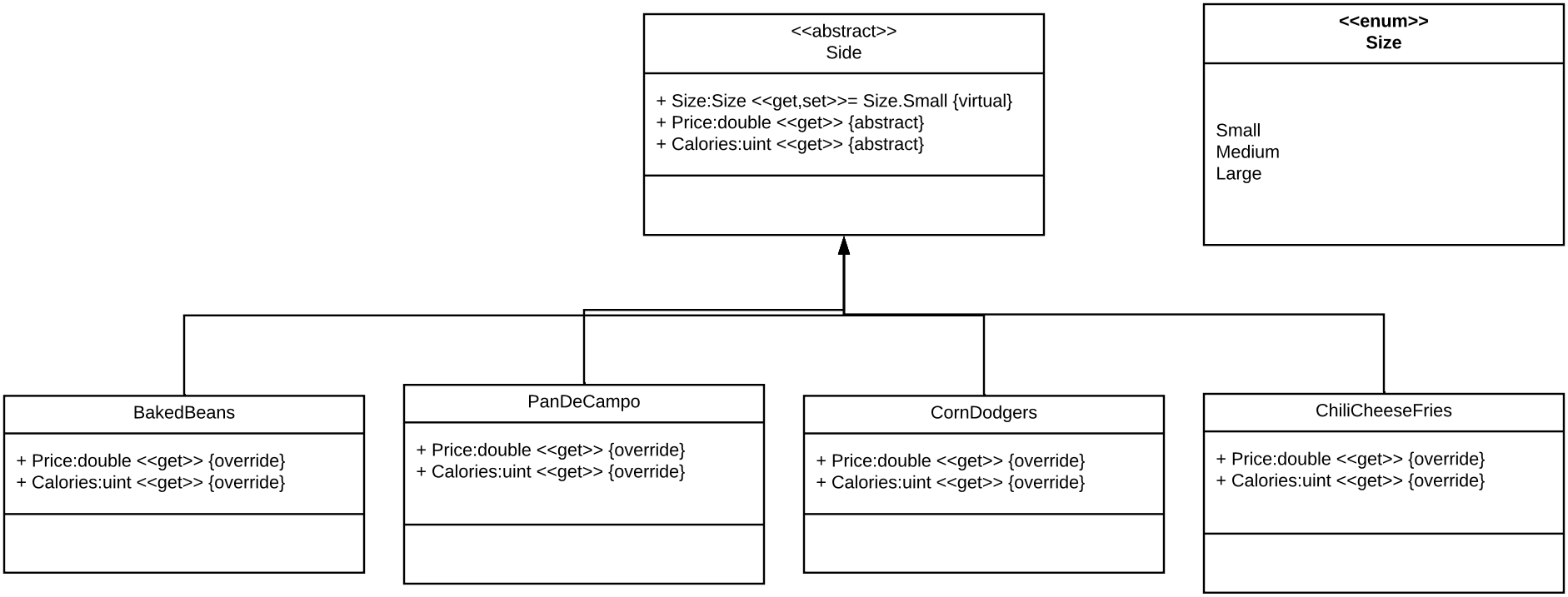
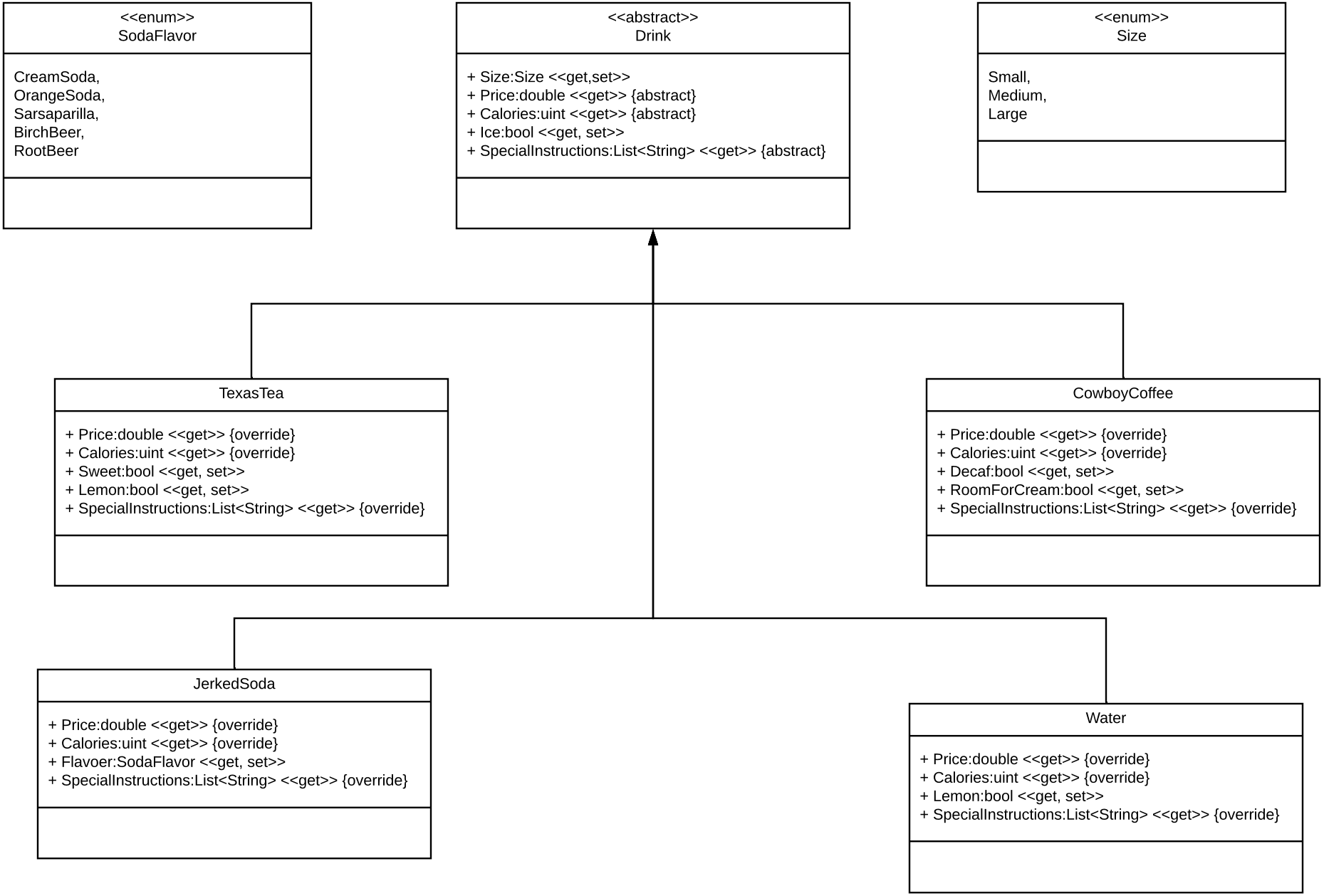

<<abstract>>
Enree
+ Price:double <<get>> {virtual}
+ Calories:uint <<get>> {virtual}
+ SpecialInstructions:List<string> <<get>>
{abstract}
AngryChicken
+ Bread:bool <<get, set>> = true
+ Pickle:boo l<<get, set>> = true
+ Price:double <<get>> = 5.99;
+ Calories:uint <<get>> = 190;
+ SpecialInstructions:List<string> <<get>>
CowpokeChili
+ Cheese:bool <<get, set>> = true
+ SourCream:bool <<get, set>> = true
+ GreenOnions:bool <<get, set>> = true
+ TortillaStrips:bool <<get, set>> = true
+ Price:double <<get>> = 6.10
+ Calories:uint <<get>> = 171
+ SpecialInstructions:List<string> <<get>>
RustlersRibs
+ Price:double <<get>> = 7.5
+ Calories:uint <<get>> = 894
+ SpecialInstructions:List<string> <<get>>
PecosPulledPork
+ Price:double <<get>> = 5.88
+ Calories:uint <<get>> = 528
+ SpecialInstructions:List<string> <<get>>
+ Bread:bool <<get, set>> = true
+ Pickle:bool <<get, set>>> = true
TrailBurger
+ Price:double <<get>> = 4.5
+ Calories:uint <<get>> = 288
+ SpecialInstructions:List<string> <<get>>
+ Bun:bool <<get, set>> = true
+ Pickle:bool <<get, set>>> = true
+ Ketchup:bool <<get, set>> = true
+ Mustard:bool <<get, set>> = true
+ Cheese:bool <<get, set>> = true
DakotaDouble
+ Price:double <<get>> = 5.2
+ Calories:uint <<get>> = 464
+ SpecialInstructions:List<string> <<get>>
+ Bun:bool <<get, set>> = true
+ Pickle:bool <<get, set>>> = true
+ Ketchup:bool <<get, set>> = true
+ Mustard:bool <<get, set>> = true
+ Cheese:bool <<get, set>> = true
+ Tomato:bool <<get, set>> = true
+ Lettuce:bool <<get, set>> = true
+ Mayo:bool <<get, set>> = true
TexasTripleBurger
+ Price:double <<get>> = 6.45
+ Calories:uint <<get>> = 698
+ SpecialInstructions:List<string> <<get>>
+ Bun:bool <<get, set>> = true
+ Pickle:bool <<get, set>>> = true
+ Ketchup:bool <<get, set>> = true
+ Mustard:bool <<get, set>> = true
+ Cheese:bool <<get, set>> = true
+ Tomato:bool <<get, set>> = true
+ Lettuce:bool <<get, set>> = true
+ Mayo:bool <<get, set>> = true
+ bacon:bool <<get, set>> = true
+ Egg:bool <<get, set>> = true


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


<<enum>>
SodaFlavor
CreamSoda,
OrangeSoda,
Sarsaparilla,
BirchBeer,
RootBeer
<<abstract>>
Drink
+ Size:Size <<get,set>>
+ Price:double <<get>> {abstract}
+ Calories:uint <<get>> {abstract}
+ Ice:bool <<get, set>>
+ SpecialInstructions:List<String> <<get>> {abstract}
<<enum>>
Size
Small,
Medium,
Large
TexasTea
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Sweet:bool <<get, set>>
+ Lemon:bool <<get, set>>
+ SpecialInstructions:List<String> <<get>> {override}
CowboyCoffee
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Decaf:bool <<get, set>>
+ RoomForCream:bool <<get, set>>
+ SpecialInstructions:List<String> <<get>> {override}
JerkedSoda
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Flavoer:SodaFlavor <<get, set>>
+ SpecialInstructions:List<String> <<get>> {override}
Water
+ Price:double <<get>> {override}
+ Calories:uint <<get>> {override}
+ Lemon:bool <<get, set>>
+ SpecialInstructions:List<String> <<get>> {override}