

# Project 15: Coffee Machine

## Description

This project simulates a coffee machine where users can choose between different types of coffee (espresso, latte, cappuccino). The program checks if there are sufficient resources to make the selected drink, processes the payment, and then provides the drink if the transaction is successful. It manages resources, handles user inputs, and ensures the availability of ingredients.

## Key Technologies

- **Python:** Used for implementing the coffee machine logic, handling user input, and managing resources.
- **Concepts Covered:** Conditionals, loops, user input handling, and dictionary operations.
- **Unique Features:** Simulates a real-world coffee machine, including resource management, payment processing, and user interaction.