

# Project 21: Coffee Machine

## Description

This project is a coffee machine simulation program that allows users to choose and make coffee drinks. The user interacts with the program by selecting a coffee type from a menu, and the system checks if there are enough resources and if the payment is successful before preparing the coffee. The program also includes a reporting feature for both the coffee machine's resources and the money collected.

## Key Technologies

- **Python:** Used for implementing the coffee machine simulation logic and handling user interactions.
- **Custom Classes:**
  - **Menu:** Manages the available coffee options and their details.
  - **CoffeeMaker:** Handles coffee preparation and resource management.
  - **MoneyMachine:** Manages payment transactions and financial reporting.
- **Concepts Covered:** Object-oriented programming, class interactions, and basic control flow.
- **Unique Features:** Integrates multiple classes to simulate a real-world coffee machine experience, including resource management, payment processing, and drink preparation.