class: CoffeeMachine

main(String[] args)

class: Action

+water:int
+milk:int
+coffeeBeans:int
+dcups:int
+money:int

+getAction (): void;
+orderCoffee (in:Scanner):
void;
+fillMachine (): void;
+pull(): void;
+machineStatus (): void;
+espresso (cup:int): void;
+latte (cup:int): void;
+cappuccino (cup:int): void;
+checkEspressoAvailability
(cup:int): boolean;
+checkLatteAvailability
(cup:int): boolean;
+checkCappuccinoAvailability
(cup:int): boolean;

class: MachinesHaveNeeds

+getCups (): int;
+setIngredients (int
cups:int);
+getIngredients(water:int,
milk:, coffeeBeans)