

MenuItem Class

Attributes:

- **name**

(str) The name of the drink.

e.g. "latte"

- **cost**

(float) The price of the drink.

e.g 1.5

- **ingredients**

(dictionary) The ingredients and amounts required to make the drink.

e.g. {"water": 100, "coffee": 16}

Menu Class

Methods:

- **get_items()**

Returns all the names of the available menu items as a concatenated string.

e.g. "latte/espresso/cappuccino"

- **find_drink(order_name)**

Parameter order_name: (str) The name of the drinks order.

Searches the menu for a particular drink by name. Returns

a [MenuItem](#) object if it exists, otherwise returns None.

CoffeeMaker Class

Methods:

- **report()**

Prints a report of all resources.

e.g.

Water: 300ml

Milk: 200ml

Coffee: 100g

- **is_resource_sufficient(drink)**

Parameter `drink`: (`MenuItem`) The `MenuItem` object to make.
Returns `True` when the drink order can be made, `False` if ingredients are insufficient.

e.g.
`True`

- **`make_coffee(order)`**

Parameter `order`: (`MenuItem`) The `MenuItem` object to make.
Deducts the required ingredients from the resources.

MoneyMachine Class

Methods:

- **`report()`**

Prints the current profit

e.g.
`Money: $0`

- **`make_payment(cost)`**

Parameter `cost`: (`float`) The cost of the drink.
Returns `True` when payment is accepted, or `False` if insufficient.
e.g. `False`