`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`