HotDrink		
- howMuchProduktLeft		{get; set;}
- dinkType		{get; set;}
- tampatur		{get; set;}
- ProduktType + howMuchWaterLeft		{get; set;} {get; set;}
+ ServeDrink () + MakeDrink ()		
	CoffeeMachine	

Gui
+ Replenishment ()
+ GetTerminal ()