HotDrink		
- dinkType		{get; set;}
- ProduktType		{get; set;}
- tampatur		{get; set;}
- howMuchWaterLeft		{get; set;}
- howMuchProduktLeft		{get; set;}
+ ServeDrink () : string		
+ MakeDrink () : string		
+ CheckContens () : string		
<u> </u>		
CoffeeMachine		

Gui
- Replenishment () : void
- GetTerminal () : void

+ ShowDrink() : void