Gui	HotDrinkMaker	
+PrintMachineChoise():void +PrintCoffeeUi():void +PrintTeaUi ():void +PrintEspressoUi():void +PrintDrinks:void	#waterCointainer : double	
	CoffeMachine	CoffeeMachineMaker
		-memberName
Drink		+CreateCoffeeMachine (int, double):HotDrinkMaker
<pre># name :string # waterAmount : double # product : string # temperature : double</pre>		
+ ToString () :string	BrewingUnit	
Δ             	+ GetCoffeeFromUser(int) :string + GetTeaFromUser(int) :string + MakeDrink(int, int) :Drink	· — — — — — — — — — — — — — — — — — — —
FilterCoffee	Теа	Espresso