`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

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`