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