

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.
Prints a message if ingredients are insufficient.
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