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#import(Turtle)
#import another_module
#print(another_module.another_variable)

MENU = {
    "espresso": {
        "ingredients": {
            "water": 50,
            "coffee": 18,
        },
        "cost": 1.5,
    },
    "latte": {
        "ingredients": {
            "water": 200,
            "milk": 150,
            "coffee": 24,
        },
        "cost": 2.5,
    },
    "cappuccino": {
        "ingredients": {
            "water": 250,
            "milk": 100,
            "coffee": 24,
        },
        "cost": 3.0,
    }
}

profit = 0
resources = {
    "water": 300,
    "milk": 200,
    "coffee": 100,
}

def is_resource_sufficient(order_ingredients):
    is_enough = True
    for item in order_ingredients:
        if order_ingredients[item] >= resources[item]:
            print(f"Sorry there is not enough {item}.")
            is_enough = False
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    return is_enough

def process_coins():
    """returns the total calculated for coins inserted"""
    print("please insert coins.")
    total = int(input("how many quarters? ")) * 0.25
    total += int(input("how many dimes? ")) * 0.10
    total += int(input("how many nickles? ")) * 0.05
    total += int(input("how many pennies? ")) * 0.01
    return total

def is_transaction_successful(money_received, drink_cost):
    """returns true whe the payment is accepted or False if
    the money is insufficient"""
    if money_received > drink_cost:
        change = round(money_received - drink_cost, 2)
        print(f"Here is ${change} change")
        global profit
        profit += drink_cost
        return True
    else:
        print("sorry! that's not enough money. Money
refunded ")
        return False

def make_coffee(drink_name, order_ingredients):
    """deduct the required ingredients from the resources"""
    for item in order_ingredients:
        resources[item] -= order_ingredients[item]
    print(f"Here is your {drink_name}")

is_on = True
while is_on:
    user_choice = input("What would you like? (espresso/
latte/cappuccino): ")
    if user_choice == "end":
        is_on = False
        print("thank you")
    elif user_choice == "report":
        print(f"water: {resources['water']}ml")

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        print(f"milk: {resources['milk']}ml")
        print(f"coffee: {resources['coffee']}g")
        print(f"Money: ${profit}")
    else:
        drink = MENU[user_choice]
        if is_resource_sufficient(drink["ingredients"]):
            payment = process_coins()
            if is_transaction_successful(payment, drink['
cost']):
                make_coffee(user_choice, drink["ingredients"
])
```