Classes with it's variables(Attribute) and function(method)

ingredient Class

Attributes :

- **water, milk, coffee, cost**
  (float) amount of water, amount of milk, amount of coffee, price of coffee.
  e.g. "latte(water, milk, coffee, cost)=latte(200, 150, 24, 20)"

Methods:

- **ingredients**
  This function is to select mode of payment.
  e.g. (Cash, UPI, Swiping Machine)

- **remaning_amount()**
  This function is to calculate remaining amount of ingredient.

- **value1(), value2(), value3(), value4()**
  These function is used to pass values of remaining ingredient to **final_detail class**.

calculation Class

Attributes:

- **_money**
  (int) cash money paid(input by user) by customer

Methods:

- **pay_money_UPI()**
  This function is used to pay money using UPI.

- **pay_money_SM()**
  This used to pay money using swiping machine.

- **pay_money_Cash(int)**
  This used to pay cash money.

Final_detail Class.

Methods:

- **final(float, float, float, float)**

This function is used to print detail report of remaining ingredients.

Feedback Class

Attributes:

- rating, f_back[ ], name[ ], next
  (int) rating(out of 5), (char) customer feedback , (char) name of user, (pointer) for next feedback.

Methods:

- **newfeedback()**
  This function is used to add new feedback

- **printfeedback()**
  This used to function to print added feedback

Coffee_machine Class

Methods:

- **coffee_choice()**
  This function to select coffee type.