Modular Ham Sandwich Maker Machine Program

In this assignment, you will use what you have learned about Python modules to make our Ham Sandwich Maker Machine code more object-oriented. The program should be split into four separate files. To complete this assignment, follow these steps.

1- **Code Skeleton:**
   - On Canvas, you can find the code skeleton on the assignment page.
2- **Import all modules into main.py**
   - Three modules (data, sandwich_maker, cashier) should be imported at the top of main.py. "`import <file_name>`"
   - Create two variables based on data dictionaries (resources and recipes).
   - Then you need to create instance from each. Pay attention sandwich_maker class has a constructor variable (resources) which you imported in last step. "`<var> = <imported_name>.<class_name>`"
3- **Place functions in corresponding module:**
   - The simplest way to accomplish this is to copy and paste the function into the corresponding module according to the instructions at the end of this document.
4- **Fine tune main.py**
   - Change the variable names if necessary and run the program. To test your program, you can use the same scenario as in assignment 1.

Project Structure:

`SandwichMaker class in sandwich_makerr.py file:`

- This class contains everything about making sandwiches. The check_resources() and make_sandwich() functions should be placed in this class.

`Cashier class in cashier.py file:`

- This class contains everything about purchasing. The process_coins() and transaction_result() functions should be placed in this class.

`Data.py:`

- This file keeps the data we need to run program like a database! Later in the course, we will convert it into a Python class that stores and retrieves data.

`Main.py:`

- It acts as the starting point of execution for the program.