

```

using System;
using System.Collections.Generic;
using System.Text;

namespace TheCoffeMechine
{
    class CoffeMechine
    {
        private CoffePowder coffePowder;
        private WaterGalon waterGalon;
        private Milk Milk;

        public CoffeMechine(CoffePowder powder, WaterGalon galon, Milk milk)
        {
            this.waterGalon = galon;
            this.coffePowder = powder;
            this.Milk = milk;
        }
        public String makeEsspresso()
        {
            if (!this.waterGalon.isAvailable())
            {
                return "Sorry, the water is empty";
            }
            if (!this.coffePowder.isAvailable())
            {
                return "Sorry, the coffe is empty";
            }
            this.waterGalon.makeOneCup();
            this.coffePowder.makeOneCup();
            return "Yey! your Capuccino coffe is ready";
        }
        public String makeCappucino()
        {
            if (!this.waterGalon.isAvailable())
            {
                return "sorry,the water is empty";
            }
            if (!this.coffePowder.isAvailable())
            {
                return "sorry,the coffe is empty";
            }
            if (!this.coffePowder.isAvailable())

```

```

    {
        return "sorry,the milk is empty";
    }
    this.waterGalon.makeOneCup();
    this.coffePowder.makeOneCup();
    this.Milk.makeOneCup();
    return "Yey! your Capuccino coffe is ready";
}

public String checkAvailability()
{
    return $"the water :{this.waterGalon.getVolume()} , the coffe powder: {
this.coffePowder.getNetto()}, and the milk : {this.Milk.getVolume()}";
}
}
}

```