

```
using System;
```

```
namespace TheCoffeMechine
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            Console.WriteLine("COFFE MAKER");
```

```
            CoffePowder coffe = new CoffePowder(100);
```

```
            WaterGalon water = new WaterGalon(1000);
```

```
            Milk milk = new Milk(300);
```

```
            CoffeMechine yummyCoffe = new CoffeMechine(coffe, water, milk);
```

```
            Console.WriteLine("check " + yummyCoffe.checkAvailability());
```

```
            string result = yummyCoffe.makeCappucino();
```

```
            Console.WriteLine("result " + result);
```

```
            Console.WriteLine("check" + yummyCoffe.checkAvailability());
```

```
            result = yummyCoffe.makeEsspresso();
```

```
            Console.WriteLine("result" + result);
```

```
            Console.WriteLine("check" + yummyCoffe.checkAvailability());
```

```
            result = yummyCoffe.makeEsspresso();
```

```
            Console.WriteLine("result" + result);
```

```
            Console.WriteLine("check" + yummyCoffe.checkAvailability());
```

```
            result = yummyCoffe.makeCappucino();
```

```
            Console.WriteLine("result" + result);
```

```
            Console.WriteLine("check" + yummyCoffe.checkAvailability());
```

```
            result = yummyCoffe.makeEsspresso();
```

```
            Console.WriteLine("result" + result);
```

```
            Console.WriteLine("check" + yummyCoffe.checkAvailability());
```

```
        }
```

```
    }
```

```
}
```