MenuItem Class

Attributes:

- name

(str) The name of the drink.
e.g. "latte"

- cost

(float) The price of the drink.

e.g 1.5

- ingredients

(dictionary) The ingredients and amounts required to make the drink.

e.g. {"water": 100, "coffee": 16}

Menu Class

Methods:

-get_items()

Returns all the names of the available menu items as a concatenated string.

e.g. "latte/espresso/cappuccino"

- find_drink(order_name)

Parameter order_name: (str) The name of the drinks order. Searches the menu for a particular drink by name. Returns a MenuItem object if it exists, otherwise returns None.

CoffeeMaker Class

Methods:

- report()

Prints a report of all resources.

e.g.

Water: 300ml Milk: 200ml Coffee: 100g

-is_resource_sufficient(drink)

Parameter drink: (MenuItem) The MenuItem object to make.

Returns True when the drink order can be made, False if ingredients are insufficient.

e.g. True

- make_coffee (order)

Parameter order: (MenuItem) The MenuItem object to make.

Deducts the required ingredients from the resources.

MoneyMachine Class

Methods:

- report()

Prints the current profit e.g.
Money: \$0

-make_payment(cost)

Parameter cost: (float) The cost of the drink.
Returns True when payment is accepted, or False if insufficient.

e.g. False