

## Coffee Machine Design Documentation

### 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\_name(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