Coffee Machine Documentation   Updated automatically every 5 minutes

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`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`

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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`