# https://github.com/cadfrunze/coffe\_machine  
import sys  
import time  
from aplicatii import meniu  
from stocuri\_ingrediente import MENU, resources  
import os  
  
game = True  
money = 0  
lista = []  
monede = {  
 "50": 0.5,  
 "10": 0.1,  
 "5": 0.05,  
 "1": 0.01,  
}  
  
  
def alegere\_cafea(intrebare):  
 *"""Alegere cafea din meniu"""* return MENU[intrebare]  
  
  
def calc\_meniu(cafeaua):  
 *"""Calculator resurse"""* for i in cafeaua['ingredients']:  
 if cafeaua['ingredients'][i] > resources[i]:  
 print("Ne pare rau...nu sunt destule resurse")  
 return False  
  
 else:  
 return True  
  
  
def monezi\_cafea(money):  
 *"""Introducere monezi pana la valoarea adevarata"""* if meniu\_calc == True:  
 while money <= cafeaua['cost']:  
 os.system("clear")  
 print("Intrudu o fisa")  
 for moneda in monede:  
 print(moneda)  
 print(  
 f"Cafeaua ta {intrebare} costa {round(cafeaua['cost'], 2)},\nPana acum ai introdus {round(money, 2)} mai trebuie {round(cafeaua['cost'] - money, 2)}")  
 cerere = input("Introdu monezi : ")  
 try:  
 monede[cerere]  
 except KeyError:  
 print("Introdu cate o fisa afisate mai sus")  
 time.sleep(3)  
 continue  
 money = money + monede[cerere]  
 if money >= cafeaua['cost']:  
 if money > cafeaua['cost']:  
 restul = money - cafeaua['cost']  
 money = money - restul  
 print(f"Poftim restul: {round(restul, 2)}")  
 for i in cafeaua['ingredients']:  
 resources[i] = resources[i] - cafeaua['ingredients'][i]  
 print(f"Enjoy the coffee {intrebare}")  
 print(f"Ai introdus {round(money, 2)}....Cafeaua se prepara")  
 return money  
 else:  
 continue  
 else:  
 return 0  
  
  
if \_\_name\_\_ == '\_\_main\_\_':  
 while game:  
 intrebare = input("Alege un produs? (espresso/latte/cappuccino):").lower()  
 try:  
 MENU[intrebare]  
 except KeyError:  
 print("Ce ai selectat nu exista in meniu, alege corect un produs de mai sus")  
 continue  
 if intrebare == "off":  
 print("Turn off the machine")  
 game = False  
 elif intrebare == "report":  
 for a in resources:  
 if a == 'water' or a == 'milk':  
 print(f"{a}: {resources[a]}ml")  
 elif a == 'coffee':  
 print(f"{a}: {resources[a]}g")  
 elif a == 'money':  
 print(f"{a}: ${resources[a]}")  
 elif intrebare == "espresso" or intrebare == "latte" or intrebare == "cappuccino":  
 cafeaua = alegere\_cafea(intrebare)  
 meniu\_calc = calc\_meniu(cafeaua)  
 monezi = monezi\_cafea(money)  
 lista.append(monezi)  
 if monezi > 0:  
 resources['money'] = sum(lista)  
 out: str = input("Doresti sa iesi?, raspunde cu \"da\" respectiv \"nu\": ").lower()  
 while out != "nu" and out != "da":  
 out: str = input("Nu am inteles, raspunde cu \"da\" respectiv \"nu\": ").lower()  
 else:  
 if out == "da":  
 game = False  
 meniu()  
 sys.exit()  
  
 else:  
 os.system("clear")  
 continue