Coffee Machine Documentation

5Atualizado automaticamente a cada minutos

`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.

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```
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`