Coffee Machine Documentation

Actualizado automáticamente cada 5 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

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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`

```
True
```