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class coffee_filler():

    def __init__(self, full, halfway, empty):
        Self.full = full
        Self.halfway = halfway
        Self.empty = empty

    def screen_print(full, empty, broken):
        self.broken = broken
        while full == True:
            print("this cup is full!")
        if empty == True:
            print("this cup is empty!")
        elif broken == True:
            print("machine is broken, please fix me!")

    def filler_mechanism(fill_cup, not_needed):
        self.fill_cup = "the cup needs to be filled!"
        self.not_needed = "the cup is full!"
        if machine is empty:
            return fill_cup
        else:
            return not_needed

coffee_filler()
```