

fun main() {
 .
 .
 .
}

```
private fun grindCoffeeBeans(beans: CoffeeBean): CoffeeBean.GroundBeans {  
    log("grinding coffee beans")  
    sleep(1000)  
    return CoffeeBean.GroundBeans(beans)  
}
```

```
private fun pullEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {  
    log("pulling espresso shot")  
    sleep(600)  
    return Espresso(groundBeans)  
}
```

```
private fun steamMilk(milk: Milk): Milk.SteamedMilk {  
    log("steaming milk")  
    sleep(300)  
    return Milk.SteamedMilk(milk)  
}
```

```
private fun makeCappuccino(order: Menu.Cappuccino, espresso: Espresso,  
    steamedMilk: Milk.SteamedMilk): Beverage.Cappuccino {  
    log("making cappuccino")  
    sleep(100)  
    return Beverage.Cappuccino(order, espresso, steamedMilk)  
}
```

<https://jagstakk.page.link/examples>

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```
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private fun grindCoffeeBeans(beans: CoffeeBean): CoffeeBean.GroundBeans {
    log("grinding coffee beans")
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    return CoffeeBean.GroundBeans(beans)
}

private fun pullEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {
    log("pulling espresso shot")
    sleep(600)
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private fun steamMilk(milk: Milk): Milk.SteamedMilk {
    log("steaming milk")
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private fun makeCappuccino(order: Menu.Cappuccino, espresso: Espresso,
    steamedMilk: Milk.SteamedMilk): Beverage.Cappuccino {
    log("making cappuccino")
    sleep(100)
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}
```


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```
fun main() {  
    val orders = listOf(...)  
    val time = measureTimeMillis {  
        orders.forEach {  
            val groundBeans = grindCoffeeBeans(it.beans)  
            val espresso = pullEspressoShot(groundBeans)  
            val steamedMilk = steamMilk(it.milk)  
            val cappuccino = makeCappuccino(it, espresso, steamedMilk)  
            log("serve: $cappuccino")  
        }  
    }  
    log("time: $time ms")  
}
```