

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

```
class EspressoMachine {
    suspend fun pullEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {
        TODO("pull espresso shot not implemented")
    }

    suspend fun steamMilk(milk: Milk): Milk.SteamedMilk {
        TODO("steam milk not implemented")
    }

    private suspend fun processEspressoShot(groundBeans: CoffeeBean.GroundBeans):
        Espresso {
        log("pulling espresso shot")
        delay(600)
        return Espresso(groundBeans)
    }

    private suspend fun processSteamMilk(milk: Milk): Milk.SteamedMilk {
        log("steaming milk")
        delay(300)
        return Milk.SteamedMilk(milk)
    }
}
```

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```
class EspressoMachine {
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        TODO("pull espresso shot not implemented")
    }

    suspend fun steamMilk(milk: Milk): Milk.SteamedMilk {
        TODO("steam milk not implemented")
    }

    private suspend fun processEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {...}

    private suspend fun processSteamMilk(milk: Milk): Milk.SteamedMilk {...}
}
```