


```
class EspressoMachine {
    private val portafilterOne: SendChannel<CoffeeBean.GroundBeans> = actor {
        consumeEach { groundBeans ->
            val espresso = processEspressoShot(groundBeans)
            TODO("deliver espresso shot to sender")
        }
    }

    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")
    }
}
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private suspend fun processEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {...}
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private suspend fun processSteamMilk(milk: Milk): Milk.SteamedMilk {...}
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<http://jagstak.page.link/examples>



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    private val portafilterTwo: SendChannel<CoffeeBean.GroundBeans> = actor {
        consumeEach { groundBeans ->
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            TODO("deliver espresso shot to sender")
        }
    }

    suspend fun pullEspressoShot(groundBeans: CoffeeBean.GroundBeans): Espresso {
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