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## Coffee Machine Documentation

Automatisch alle 5 Minuten  
aktualisiertMenuItem 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



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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