

CoffeeMachine

- Map < CoffeeSelection, Configuration >
- BrewingUnit brewingUnit

- + CoffeeDrink brewCoffee()

- + CoffeeDrink brewFilterCoffee()

- ~~At ~~Unit~~~~ ~~get~~ Coffee (CoffeeSelection self)

BasicCoffeeMachine

- Map < CoffeeSelection, GroundCoffee > groundCoffee

- + BasicCoffeeMachine (Map < CoffeeSelection, GroundCoffee > groundCoffee)

PremiumCoffeeMachine.

- Grinder grinder

- Map < CoffeeSelection, CoffeeBeans > beans.

- ~~* Coffee~~

- + PremiumCoffeeMachine (Map < CoffeeSelection, CoffeeBeans > beans)

- ~~+~~

- CoffeeDrink brewEspresso()