Coffee Machine Documentation

`MenuItem` 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 `MenuItem` object if it exists, otherwise returns `None`.

`CoffeeMaker` Class

Methods:

- **`report()`**
Prints a report of all resources.
e.g.
`Water: 300ml`
`Milk: 200ml`
`Coffee: 100g`

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Returns True when the drink order can be made, False if ingredients are insufficient.

e.g.
`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`