

## Java Warm-Up: Building a Drink Order

At a café, customers can order drinks in a few different ways. Some people just say what drink they want, others are more specific about size or toppings.

### Your Task

Create a Drink class that supports multiple ways to make an order using constructor overloading.

### Requirements

- Create a Drink class with these properties:
  - name (e.g., 'Latte', 'Tea', 'Smoothie')
  - size (e.g., 'Small', 'Medium', 'Large')
  - hasWhippedCream (true/false)
- Create three constructors:
  - One that takes only name → Default size = 'Medium', no whipped cream
  - One that takes name and size → Default whipped cream = false
  - One that takes name, size, and hasWhippedCream
- Add a printDetails() method that prints something like:  
Drink: Latte (Large) - Whipped Cream: Yes
- In your main method, create and print at least three different drinks:
  - One using only the first constructor
  - One using the second
  - One using the third

### Example Output

Drink: Tea (Medium) - Whipped Cream: No

Drink: Latte (Small) - Whipped Cream: No

Drink: Smoothie (Large) - Whipped Cream: Yes

### Stretch Goal (Optional)

Add a method called getPrice() that returns:

- Small = \$3.00
- Medium = \$3.50
- Large = \$4.00
- +\$0.50 if it has whipped cream

Print the total for each drink.