**Acceptance Tests**

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| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
| addRecipe1 | Precondition: Run CoffeeMaker  Enter: Menu option 1, "Add a recipe " Name: Coffee Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee successfully added. |  |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted |  |
| editRecipe1 | Precondition: addRecipe1 has run successfully  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0  Return to main menu. | Coffee successfully added. |  |
| AddRecipe2 | Precondition: Add a recipe named Coffee  Enter Menu option 1, “Add a recipe”  Name: Coffee,  All other fields are arbitrary | The second recipe is not added because it is a duplicate |  |
| addRecipe3 | Precondition: Add 4 different recipes  Enter menu option 1, “Add a recipe”  Fields are arbitrary | The last (5th) recipe is not added because recipe storage is full |  |
| deleteRecipe2 | Precondition: Start the program  Attempt to delete a recipe that does not exist | Returns false because the recipe does not exist |  |
| editRecipe2 | Precondition: Start the program  Attempt to edit a recipe that does not exist | Returns false because the recipe does not exist |  |
| editRecipe3 | Precondition: Start the program, add an arbitrary recipe  Attempt to edit this recipe by changing its name | Returns false because you cannot update the name of a recipe |  |
| addInventory1 | Precondition: Start the program  Add 10 to every inventory item | All inventory should be 10 more than the default which is 15, so new inventory should be at 25 |  |
| addInventory2 | Precondition: Start the program  Attempt to add a negative inventory item to amtCoffee | Should return false, and the inventory slot should still be 15, the default. |  |
| addInventory3 | Precondition: Start the program  Attempt to add a negative inventory item amtMilk | Should return false, and the inventory slot should still be 15, the default. |  |
| addInventory4 | Precondition: Start the program  Attempt to add a negative inventory item amtSugar | Should return false, and the inventory slot should still be 15, the default. |  |
| addInventory5 | Precondition: Start the program  Attempt to add a negative inventory item amtChocoloate | Should return false, and the inventory slot should still be 15, the default. |  |
| checkInventory1 | Precondition: Start the program  Check the inventory | Should return all inventory items with their default value of 15. |  |
| checkInventory2 | Precondition: Start the program, add an arbitrary recipe  order a drink with that recipe | Should return the inventory with the recipe item cost subtracted from the inventory |  |
| makePurchase1 | Precondition: Start the program, add an arbitrary recipe  Order a drink, entering the exact cost of the recipe | Should return 0 for the change |  |
| makePurchase2 | Precondition: Start the program, add an arbitrary recipe  Order a drink, entering less than the cost of the recipe | Should return the exact amount given, with no inventory lost |  |
| makePurchase3 | Precondition: Start the program, add an arbitrary recipe  Order a drink, enter more than the cost of the recipe | Should return the amount entered - cost of the recipe. Inventory should have be depleted by the cost of the drink. |  |