Defects found from CoffeeMaker Tests

* deleteRecipe() in RecipeBook.java was not properly deleting the recipe. It was setting the index of the recipe to be deleted equal to a new recipe instead of null. The recommended fix is to change

recipeArray[recipeToDelete] = new Recipe();

to

recipeArray[recipeToDelete] = **null**;

* editRecipe() in RecipeBook.java was removing the new recipe’s name by setting it equal to an empty string. The recommended fix is to change

newRecipe.setName("");

to

recipeArray[recipeToEdit] = newRecipe;

Defects found from Inventory Tests

* addSugar() in Inventory.java was not properly adding sugar. The function was checking to see if the amount being added was less than or equal to 0. In essence, this function would only subtract from the total amount of sugar, not add to it. The recommended fix is to change

if (amtSugar <= 0) {

to

**if** (amtSugar >= 0) {

* useIngredients() in Inventory.java was adding to the total amount of coffee instead of subtracting from the total amount. The recommended fix is to change

Inventory.coffee += r.getAmtCoffee();

to

Inventory.coffee -= r.getAmtCoffee();

Uncovered code

* hashCode() in Recipe.java has a check in a ternary operator where if name==null, the value is 0. The setName() in Recipe.java has a condition that the name being set cannot be null so this should never be hit.
* equals() in Recipe.java also has a check in an if statement that checks if name==null to do something. Similarly, name should never be null so this section of code should never execute.