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| **Scenario** | **Test Step** | **Expected Result** | **Actual Outcome** |
| 1. Verify if each soda button works | Open App, Press on each button of each soda. | The amount of soda should subtract by 1 | Subtracted by 1 each time button is pushed |
| 1. Verify if amount owed is actual amount | Open App, press Coke button 6 times and Press Amount owed button | The expected amount should display 3.00 | Displays message: “Your total is: 3.0” |
| 1. Verify if entering amount will buy the sodas | Open App, press Coke button 6 times, press Amount owed button, enter 5 in text field, press Buy button | User should receive 8 quarters back | Display message: “You have received 8 quarters, 0 dimes, 0 nickels, and 0 cents back as change.” |
| 1. Verify if vending machine can be refilled | Open App, press Refill vending machine button | All soda quantity should return to 100 | Each soda quantity is 100 every time button is pressed. |
| 1. Verify buy button error message. | Open App, press Coke button 6 times, press Amount owed button, enter 2 and 1000 in text field, press Buy button | Message should display correct error message when entering 2 and 1000. | When entering 2, message displayed, “Sorry, not enough money! Try entering another amount of money.” When entering 1000, message displayed, “Sorry, that’s too much! Try entering another amount of money.” |
| 1. Verify if quantity stays within 100 limit | Open App, press coke button 100 times | Should display error message after 0 | Displays error message, “Sorry, we’re out of stock!” |
| 1. Verify if user can exit app from a workout. | Open App, Click Exit button. | App should close. | Closes app. |