**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: 6 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee successfully added. | Pass  . |
| AddRecipe2(from user stories) | Coffee Maker should only accept 3 recipes.  Pre-condition: 3 Recipes stored  add one more receipt | Add Recipe returns false | Failure, it allows 4 receipts input. |
| DeleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted | pass |
| DeleteRecipe2 | Delete a Null recipe in the list.  Pre-condition: A recipe already exists in the list.  Delete a recipe that is not the recipe in the list. | Delete recipe returns false | Pass the test |
| Edit Recipe | 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. | pass |
| Add Inventory Coffee | Precondition: Run Coffee Maker  Enter: Menu option 4, “Add Inventory”  Coffee: 10  Milk: 0  Sugar: 0  Chocolate: 0  Return to main menu | Coffee inventory add added | Pass |
| Add Inventory milk | Add milk to inventory  Pre-condition: 5of every item in inventory.  add Inventory and just add 2 milk. | Added milk become to 7 | Pass |
| Add Inventory sugar | Add sugar to inventory  Pre-condition: 3 of every item in inventory.  and just add 5 sugar | Milk become to 8 | All others still equal 3.sugger did not added |
| Add Inventory chocolate | Add chocolate to inventory  Pre-condition: 5 of every item in inventory.  and just add 5 chocolate | Chocolate inventory equals 10. All others still equal 5. | Chocolate inventory equals 10. All others still equal 5. |
| Add Inventory all | Add all to inventory  Pre-condition: 5 of every item in inventory.  and just add 5 for each | Expect 10 for each item | Still be 5 for each |
| Makecoffe1 | Verify that coffee inventory decreases when coffee is made  Pre-condition: 15 of every item in inventory  Call make Coffee with recipe that uses5 coffee | All inventory equals 10. | Coffee inventory increase to20, all the others reduce to 10. |
| Makecoffe2 | If do not provide enough money  Pre-condition: 15 of every item in inventory. Price of coffee is set to 5.  Call makes Coffee, provide money of 4. | Make Coffee returns change amount of 4. | pass |
| Makecoffe3 | Test if give enough money, is this machine can give a change back?  Pre-condition: 15 of every item in inventory. Price of coffee is set to 5.  Call make Coffee, provide price of 6. | Make Coffee returns change amount of 1. | pass |
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