**Acceptance Tests**

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| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
| checkOptions | Precondition: Run CoffeeMaker Display following user input options: 1) Add Recipe 2) Delete a Recipe 3) Edit a Recipe 4) Add Inventory 5) Check Inventory 6) Purchase Beverage | Menu options displayed.  Wait for user input. | Coffee Maker waits for and accepts user input. |
| addRecipe1 | Precondition: Run CoffeeMaker  Enter: Menu option 1, "Add a recipe " Name: Coffee Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 “Coffee successfully added” Return to main menu. | Coffee successfully added. | Coffee successfully added. |
| addRecipe2 | Precondition: addRecipe1 ran successfully Name: Coffee Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 “Coffee could not be added” Return to main menu | Recipe is not unique. Coffee could not be added. | Coffee could not be added. |
| addRecipe3 | Precondition: addRecipe1 ran successfully, recipe list is full Name: Coffee 5 Price: 50 Milk: 3 Sugar: 1 Chocolate: 1 “Coffee 5 could not be added” Return to main menu | Exceeds Available Recipe Slots. Coffee 5 could not be added. | Coffee 5 could not be added. |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee “Coffee successfully deleted” Return to main menu. | Coffee successfully deleted. | Coffee successfully deleted. |
| deleteRecipe2 | Precondition: deleteRecipe1 ran successfully Enter: Menu option 2, “Delete a recipe” Select: Coffee “Coffee could not be deleted” Return to main menu | Coffee could not be deleted. | Coffee could not be deleted. |
| editRecipe1 | Precondition: addRecipe1 has run successfully  Enter: Menu option 3, "Edit a recipe " Select: Coffee Name: Coffee Price: 50 Coffee: 3 Milk: 2 Sugar: 2 Chocolate: 0  “Coffee successfully edited” Return to main menu. | Coffee successfully edited. | Coffee successfully edited. |
| editRecipe2 | Precondition: deleteRecipe1 ran successfully Enter: Menu option 3, “Edit a recipe” Select: Coffee “Coffee could not be edited” Return to main menu | Recipe no longer exists. Coffee could not be edited. | Coffee could not be edited. |
| editRecipe3 | Precondition: addRecipe1 ran successfully Enter: Menu option 3, “Edit a recipe” Select: Coffee Name: Decaf Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 “Coffee could not be edited.” Return to main menu. | Attempt to change recipe name. Coffee could not be edited. | Coffee could not be edited. |
| addInventory1 | Precondition: Run CoffeeMaker Enter: Menu option 4, “Add inventory” Coffee: 3 Milk: 3 Sugar: 3 Chocolate: 3 “Inventory items added” Return to main menu | Inventory items added. | Inventory items added. |
| addInventory2 | Precondition: Run CoffeeMaker Enter: Menu option 4, “Add inventory” Coffee: -3 “Inventory items could not added” Return to main menu | Inventory items could not be added. | Inventory items could not be added. |
| checkInventory | Precondition: Run CoffeeMaker Enter: Menu option 5, “Check inventory” Coffee: 15 Milk: 15 Sugar: 15 Chocolate: 15 Return to main menu | Inventory items displayed successfully. | Inventory items displayed successfully. |
| makeCoffee1 | Precondition: addRecipe1 ran successfully, addInventory1 ran successfully Enter: Menu option 6, “Purchase beverage” Select: Coffee Pay: 51 Change: 1 “Coffee purchased successfully.” Return to main menu | Coffee purchased successfully | Coffee purchased successfully. |
| makeCoffee2 | Precondition: addRecipe1 ran successfully, addInventory1 ran successfully Enter: Menu option 6, “Purchase beverage” Select: Coffee Pay: 49 Change: 49 “Coffee could not be purchased.” Return to main menu | Insufficient funds. Coffee could not be purchased. | Coffee could not be purchased. |
| makeCoffee3 | Precondition: addRecipe1 ran successfully Enter: Menu option 6, “Purchase beverage” Select: Coffee Pay: 50 Change: 50 “Coffee could not be purchased.” Return to main menu | Missing inventory. Coffee could not be purchased | Coffee could not be purchased. |