**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. | Coffee is successfully added |
| addRecipe2 | Run CoffeeMaker  Enter: Menu option 1, “Add a recipe”  Name: Coffee1  Price:50.0  Return to main menu | Failure message displayed.  Coffee1 unsuccessfully added. | Failure message is displayed.  Coffee1 is not added |
| addRecipe3 | Precondition: Run CoffeeMaker, Coffee added  Enter: Menu option 1, “Add a recipe”  Name:Coffee  Return to main menu | Failure message displayed.  Coffee unsuccessfully added. | Failure message displayed  New Coffee is not added. |
| addRecipe4 | Precondition: Run CoffeeMaker, 3 beverages added.  Enter: Menu option 1, “Add a recipe”  Name: Coffee2  Price:50  Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0  Return to main menu | Failure message displayed.  Coffee unsuccessfully added. | Coffee maker allows up to 4 beverages to be added. |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted | Delete is successful |
| deleteRecipe2 | Run CoffeeMaker  Enter: Menu option2, “Delete a recipe”  Select a beverage that does not exists  Return to main menu | Failure message displays  No beverage is deleted | Failure message displays  No beverage is 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. | Coffee is successfully edited |
| editRecipe2 | Run CoffeeMaker  Enter: Menu option 3, “Edit a recipe”  No option allows for the name to be changed | No option to change name. | No option to change name |
| checkOptions | Run CoffeeMaker | The following options are displayed:  1. Add Recipe  2. Delete a Recipe  3. Edit a Recipe  4. Add Inventory  5. Checkout Inventory  6. Purchase Bevarage | 6. Make Coffee |
| addInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 1, “Add Inventory”  Coffee: 1  Milk: 2  Sugar: 3  Chocolate: 4  Return to main menu | A status message is displayed and 1 Coffee, 2 Milk, 3 Sugar, and 4 Chocolate is added to the Inventory. | Fails to add to inventory when sugar is greater than 0. No message is displayed. |
| addInventory2 | Run CoffeeMaker  Enter: Menu option1, “Add Inventory”  Coffee: 1.5  Return to main menu | Failure message displays  Inventory is not changed. | Failure message displays.  Inventory not changed. |
| checkInventory | Run CoffeeMaker  Enter: Menu option 5, “Check Inventory”  Return to main Menu | Current Inventory displays | Current Inventory displays |
| purchaseBeverage1 | Run CoffeeMaker  Enter: Menu option 6, “Purcahse Bevarage”  Select an existing beverage  Enter a payment larger than the price  Return to main menu | Appropriate change is returned  Inventory is updated properly | Appropriate change is returned  Inventory is updated properly |
| purchaseBeverage2 | Run CoffeeMaker  Enter: Menu option 6, “Purchase Beverage”  Select a non existing beverage  Return to main menu | Failure message is displayed.  Nothing is changed. | Selecting a null beverage returns amount paid.  Selecting an invalid beverage throws a java exception. |
| purchaseBeverage3 | Run CoffeeMaker  Enter: Menu option 6, “Purchase Beverage”  Select an existing beverage  Enter a payment less than the price  Return to main menu | Payment is returned.  Inventory is unchanged. | Payment is returned  Inventory is not changed. |