**Acceptance Tests**

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| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
| checkOptions | Precondition: Run CoffeeMaker  Menu of 6 options display for user and wait for user input  User enters a number 1-6 or 0 to quit  Enter: Menu option: 1  addRecipe prompt | Menu should display options to user and wait until user input to do anything | Waits for user input and performs action that user selects from available options |
| 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 recipe successfully added |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted | Says the recipe was deleted, but the recipe remains as an option in the menu |
| 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 successfully added |
| addInventory1 | Precondition: Run CoffeeMaker, Check Inventory works Enter: Menu option 4, "Add inventory" Coffee: 1 Milk: 1 Sugar: 1 Chocolate: 1 Return to main menu. | Inventory successfully added | Inventory successfully added (total value of each item is increased by amount given) |
| checkInventory | Precondition: Run CoffeeMaker  Enter: Menu option 5, “Check Inventory”  Return to Main Menu | Inventory displayed correctly | Inventory displayed correctly |
| purchaseBeverage1 | Precondition: All previous test run successfully Enter: Menu option 6, “Make Coffee” Enter option (1-4): 4 (Coffee recipe) Enter amount of money:100 | Display correct change. (50) Purchase successful.  Return to Main Menu | Display correct change,  No purchase message.  Return to Main Menu |