**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. |  |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully 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. |  |
| checkOptions | Precondition: Run CoffeeMaker | The six different options for the user input are shown. |  |
| addInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 4, “Add inventory”  Enter Coffee Amount: 1  Enter Milk Amount: 2  Enter Sugar Amount: 1  Enter Chocolate Amount: 2  Return to main menu. | Inventory is successfully added. |  |
| checkInventory | Precondition: addInventory1 has run successfully.  Enter: Menu option 5,”Check inventory”  Return to main menu. | The current inventory is displayed successfully.  Coffee: 16, Milk: 17, Sugar: 16, Chocolate: 17 |  |
| purchaseBeverage1 | Precondition: Run CoffeeMaker and there is a recipe store in slot 1 with price less than 3.  Enter: Menu option 6, “Make coffee”  Enter recipe number: 1  Enter amount: 3  Return to main menu. | Drink is purchased successfully. |  |
| purchaseBeverage2 | Precondition: Run CoffeeMaker and there is a recipe store in slot 1 with price more than 3.  Enter: Menu option 6, “Make coffee”  Enter recipe number: 1  Enter amount: 2  Return to main menu. | Drink is not purchased. |  |
| purchaseBeverage3 | Precondition: Run CoffeeMaker and there is no recipe at slot 1.  Enter: Menu option 6, “Make coffee”  Enter recipe number: 1  Enter amount: 3  Return to main menu. | Drink is not purchased. |  |