

Behavior Driven Development Exercise

This exercise is used as part of the interview process to help us understand your skills and experience in depth. Every aspect of your approach to the problem and the solution you produce will be considered. You may take the exercise in any direction you like to showcase your capabilities within the bounds laid out in this document. If you have any questions about this document or the exercise please ask and we will try to respond quickly.

In this exercise, you will a set of feature files suitable for use in a project that uses Behaviour Driven Development to create a soup vending machine. The feature files should be in the format:

```
Given <initial state>  
When <user action>  
Then <expected result>
```

Although ordinarily you would produce multiple files, you may submit your answer in one document for simplicity.

Soup Vending Machine Specification

When the machine interface is ready:

1. As a user I would like to be able to select the flavour from the flavour page.
2. As a user I would then like to be able to set the amount of soup from the next page.
3. As a user I would then like to be able to select the cup colour from the next page.
4. As a user I would like to be able to initiate the dispensing of the soup.
5. As a user I must be able to go back to any prior page and change my mind at any stage prior to dispensing the soup.
6. As a user whilst the soup is dispensing I would like to see the promotional message for the day.
7. As a user once the soup has finished dispensing I would like to see the dispensing message change state informing me the soup is ready and after a time set by the machine owner the initial menu will become available again.