

Method	#	Test Description	Sample Input Data	Expected Output	Actual Output	P/F
addMachine	1	Creates a regular or special vending machine.	Monggo Rice (Special)	1.)Monggo Rice - VMSpecial	1.)Monggo Rice - VMSpecial	P
addMachine	2	Creates a regular or special vending machine.	Joemar's Angels (Special)	1.)Joemar's Angels - VMSpecial	1.)Joemar's Angels - VMSpecial	P
addMachine	3	Creates a regular or special vending machine.	Johan's Angels (Regular)	1.)Johan's Angels - VMReg	1.)Johan's Angels - VMReg	P
clearMoneyCompartment	1	Clears the money box of the machine.	N/A	Collected Money: 206	Collected Money: 206	P
clearMoneyCompartment	2	Clears the money box of the machine.	N/A	Collected Money: 405	Collected Money: 405	P
clearMoneyCompartment	3	Clears the money box of the machine.	N/A	Collected Money: 241	Collected Money: 241	P
clearPayment	1	Clears the amount inserted in the vending machine.	{100 x1, 50 x1}	Amount Inserted: 0	Amount Inserted: 0	P
clearPayment	2	Clears the amount inserted in the vending machine.	{100 x1, 50 x1, 20 x2, 5 x1}	Amount Inserted: 0	Amount Inserted: 0	P
clearPayment	3	Clears the amount inserted in the vending machine.	{100 x1, 50 x1, 20 x2, 5 x1, 10 x1, 1 x1}	Amount Inserted: 0	Amount Inserted: 0	P
setAddItemBtnListener	1	Adds an instance of an item based on the inputs of the user.	{Chicken, 140, 200, 10}	1.) Chicken - 140Php - 200 cal - 10 pcs - Meat	1.) Chicken - 140Php - 200 cal - 10 pcs - Meat	P
setAddItemBtnListener	2	Adds an instance of an item based on the inputs of	{Jasmine, 140, 140, 10}	1.) Jasmine - 140Php - 140 cal - 10 pcs - Rice	1.) Jasmine - 140Php - 140 cal - 10 pcs - Rice	P

		the user.				
setAddItmBtnListener	3	Adds an instance of an item based on the inputs of the user.	{Cabbage, 40, 40, 10}	1.) Cabbage - 40Php - 40 cal - 10 pcs - Veggie	1.) Cabbage - 40Php - 40 cal - 10 pcs - Veggie	P
setPriceBtnListener	1	Maintenance feature that edits the price of the stock.	{1, 500}	1.) Cabbage - 500Php - 40 cal - 10 pcs - Veggie	1.) Cabbage - 500Php - 40 cal - 10 pcs - Veggie	P
setPriceBtnListener	2	Maintenance feature that edits the price of the stock.	{2, 200}	2.) 2 - 200Php - 2 cal - 2 pcs - Extra	2.) 2 - 200Php - 2 cal - 2 pcs - Extra	P
setPriceBtnListener	3	Maintenance feature that edits the price of the stock.	{1, 10}	1.) Cabbage - 10Php - 40 cal - 10 pcs - Veggie	1.) Cabbage - 10Php - 40 cal - 10 pcs - Veggie	P
setSlotNum	1	Regular Vending feature that sets the slot number based on the written input.	1	Amount needed is shown as 1 and the item picked is displayed as 1 as well.	Amount needed is shown as 1 and the item picked is displayed as 1 as well.	P
setSlotNum	2	Regular Vending feature that sets the slot number based on the written input.	2	Amount needed is shown as 2 and the item picked is displayed as 2 as well.	Amount needed is shown as 2 and the item picked is displayed as 2 as well.	P
setSlotNum	3	Regular Vending feature that sets the slot number based on the written input.	3	Amount needed is shown as 3 and the item picked is displayed as 3 as well.	Amount needed is shown as 3 and the item picked is displayed as 3 as well.	P
setBackbtn3Listener	1	Takes the user back to the option frame.	N/A	<OPTION FRAME>	<OPTION FRAME>	P
setBackbtn3Listener	2	Takes the user back to the option frame.	N/A	<OPTION FRAME>	<OPTION FRAME>	P

setBackbtn3Listener	3	Takes the user back to the option frame.	N/A	<OPTION FRAME>	<OPTION FRAME>	P
setToBagBtn	1	Sends the selected item located in a specific slot number to the order bag.	1	Item in slot 1 are sent to order bag.	Item in slot 1 are sent to order bag.	P
setToBagBtn	2	Sends the selected item located in a specific slot number to the order bag.	2	Item in slot 2 are sent to order bag.	Item in slot 2 are sent to order bag.	P
setToBagBtn	3	Sends the selected item located in a specific slot number to the order bag.	3	Item in slot 3 are sent to order bag.	Item in slot 3 are sent to order bag.	P