**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 successfully added. |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted | Originally produced null pointer exception. Corrected to Recipe was deleted successfully. |
| 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 edited. |
| checkOptions | Precondition: CoffeeMaker is run  Enters waiting state | Waits at main menu | Waits at main menu |
| addInventory1 | Precondition: CoffeeMaker is run  Inventory is automatically instantiated to 15 for each item  Enter Menu option 4, “Add Inventory”  Add 5 to each item to test  Status message printed, return to main menu | Inventory successfully added | Inventory could not be added originally. amtSugar > 0 was changed to amtSugar < 0. Now, Inventory successfully added. |
| checkInventory | Precondition: CoffeeMaker is run.  Inventory is automatically instantiated to 15 for each item  Enter Menu option 5, “Check Inventory”  Inventory is printed, return to main menu | Coffee:15  Milk:15  Sugar:15  Chocolate:15 | Coffee:15  Milk:15  Sugar:15  Chocolate:15 |
| purchaseBeverage1 | Precondition: CoffeeMaker is run, a recipe has been added, money has been inserted  Enter Menu option 6, “Make Coffee”  Enter recipe to be made, enter money  Receive change  Return to main menu | Receive change  Inventory is removed accordingly | Change is returned properly. Coffee was being added instead of removed from inventory. Now working properly |