**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 recipe successfully added. |  |
| addRecipe2 | Precondition: addRecipe1 has run successfully Enter: Menu option 1, "Add a recipe " Name: Coffee Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee recipe not added. |  |
| addRecipe3 | Precondition: addRecipe1 has run successfully Enter: Menu option 1, "Add a recipe " Name: Latte Price: 100 Coffee: 3 Milk: 3 Sugar: 1 Chocolate: 0 Return to main menu.  Enter: Menu option 1, "Add a recipe " Name: Hot Chocolate Price: 100 Coffee: 0 Milk: 3 Sugar: 1 Chocolate: 3 Return to main menu.  Enter: Menu option 1, "Add a recipe " Name: Cappuccino Price: 100 Coffee: 2 Milk: 3 Sugar: 1 Chocolate: 1 Return to main menu. | Latte recipe successfully added.  Hot Chocolate recipe successfully added.  Cappuccino recipe not added. |  |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Coffee recipe successfully deleted. |  |
| deleteRecipe2 | Precondition: Run CoffeeMaker  Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Status message displayed. |  |
| 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 recipe successfully edited. |  |
| editRecipe2 | Precondition: Run CoffeeMaker  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0  Return to main menu. | Status message displayed indicating recipe does not exist. |  |
| addInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Add inventory " Coffee: 3 Milk: 2 Sugar: 3 Chocolate: 5  Displayed: Status message.  Return to main menu. | Inventory successfully added. |  |
| checkInventory | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Check inventory " Return to main menu. | The units of each item in the inventory are displayed. |  |
| PurchaseBeverage1 | Precondition: addRecipe1 has run successfully; addInventory1 has run successfully. Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 100 Beverage is in recipe book, enough money, enough inventory | Coffee beverage dispensed and change returned. |  |
| PurchaseBeverage2 | Precondition: addRecipe1 has run successfully; addInventory1 has run successfully. Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 25 Beverage is in recipe book, not enough money, enough inventory | Coffee beverage not dispensed and change returned. |  |
| PurchaseBeverage3 | Precondition: addRecipe1 has run successfully  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50 Beverage is in recipe book, enough money, not enough inventory | Coffee beverage not dispensed and change returned. |  |
| PurchaseBeverage4 | Precondition: Run CoffeeMaker   Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50 Beverage is not in recipe book | Coffee beverage not dispensed and change returned. |  |