**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: 6 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee recipe successfully added.  Function returns True. | Coffee recipe successfully added.  Function returned True. |
| addRecipe2 | Precondition: addRecipe1 has run successfully Enter: Menu option 1, "Add a recipe " Name: Coffee Price: 50 Coffee: 6 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee recipe not added.  Function returns False. | Coffee recipe not added.  Function returned False. |
| addRecipe3 | Precondition: addRecipe1 has run successfully Enter: Menu option 1, "Add a recipe " Name: Latte Price: 100 Coffee: 5 Milk: 5 Sugar: 5 Chocolate: 5 Return to main menu.  Enter: Menu option 1, "Add a recipe " Name: Hot Chocolate Price: 100 Coffee: 0 Milk: 3 Sugar: 15 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.  Enter: Menu option 1, "Add a recipe " Name: Cappuccino Heavy Price: 100 Coffee: 2 Milk: 3 Sugar: 1 Chocolate: 1 Return to main menu. | Latte recipe successfully added.  Function returns True.  Hot Chocolate recipe successfully added.  Function returns True.  Cappuccino recipe added.  Function returns True.  Cappuccino Heavy recipe not added.  Function returns False. | Latte recipe successfully added.  Function returned True.  Hot Chocolate recipe successfully added.  Function returned True.  Cappuccino recipe added. Function returned True.  Cappuccino Heavy recipe not added.  Function returned False.  (Note: User story states that only three (3) recipes may be added to the Coffee Maker. This unit test resulted in four (4) recipes added) |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Coffee recipe successfully deleted.  Function returns True. | Coffee recipe successfully deleted.  Function return True. |
| deleteRecipe2 | Precondition: Run CoffeeMaker  Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Function returns False. | Function returned False. |
| editRecipe1 | Precondition: addRecipe1 has run successfully  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Sugar: 2 Return to main menu. | Coffee recipe successfully edited.  Function returns True.  AmtSugar equals 2 | Coffee recipe successfully edited.  Function returned True.  AmtSugar equals 2 |
| editRecipe2 | Precondition: Run CoffeeMaker  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Sugar: 2 Return to main menu. | Function returns False. | Function returned False. |
| editRecipe3 | Precondition: addRecipe1 has run successfully  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Coffee: -1 Milk: -1 Sugar: -1 Chocolate: -1  Return to main menu. | Function returns True. | Function returned True. |
| addInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Add inventory " Coffee: 1 Milk: 1 Sugar: 1 Chocolate: 1  Return to main menu. | Inventory successfully added.  Coffee increased by 1.  Milk increased by 1.  Sugar increased by 1.  Chocolate increased by 1.  Function returns True. | Inventory successfully added.  Coffee increased by 1.  Milk increased by 1,  Sugar increased by 1.  Chocolate increased by 1.  Function returned True. |
| addInventory2 | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Add inventory " Coffee: -1 Milk: 1 Sugar: 1 Chocolate:1  Return to main menu.  Enter: Menu option 4, "Add inventory " Coffee: 1 Milk: -1 Sugar: 1 Chocolate:1  Return to main menu.  Enter: Menu option 4, "Add inventory " Coffee: 1 Milk: 1 Sugar: -1 Chocolate:1  Return to main menu.  Enter: Menu option 4, "Add inventory " Coffee: 1 Milk: 1 Sugar: 1 Chocolate:-1  Return to main menu. | Inventory not added.  Function returns False. | Inventory not added.  Function returned False. |
| checkInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Check inventory " Return to main menu. | getCoffee returns 15.  getMilk returns 15.  getSugar returns 15.  getChocolate returns 15. | getCoffee returned 15.  getMilk returned 15.  getSugar returned 15.  getChocolate returned 15 |
| PurchaseBeverage1 | Precondition: addRecipe1 has run successfully Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 100  Return to main menu.   (Beverage is in recipe book, enough money, enough inventory) | Function returns 50 units change.  getCoffee returns 9 units.  getMilk returns 14.  getSugar returns 14.  getChocolate returns 15. | Function returned 50 units change.  getCoffee returned 9 units.  getMilk returned 14.  getSugar returned 14.  getChocolate returned 15. |
| PurchaseBeverage2 | Precondition: addRecipe1 has run successfully Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 25  Return to main menu.   (Beverage is in recipe book, not enough money, enough inventory) | Function returns 25 units change.  getCoffee returns 15.  getMilk returns 15.  getSugar returns 15.  getChocolate returns 15. | Function returned 25 units change.  getCoffee returned 15.  getMilk returned 15.  getSugar returned 15.  getChocolate returned 15. |
| PurchaseBeverage3 | Precondition: addRecipe1 has run successfully  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu.  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu.  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu.   (Beverage is in recipe book, enough money, not enough coffee inventory) | Function returns 0 units change.  Function returns 0 units change.  Function returns 50 units change.  getCoffee returns 3.  getMilk returns 13.  getSugar returns 13.  getChocolate returns 15. | Function returned 0 units change.  Function returned 0 units change.  Function returned 50 units change.  getCoffee returned 3.  getMilk returned 13.  getSugar returned 13.  getChocolate returned 15. |
| PurchaseBeverage4 | Precondition: Run CoffeeMaker   Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu.  (Beverage is not in recipe book) | Function returns 50 units change.  getCoffee returns 15.  getMilk returns 15.  getSugar returns 15.  getChocolate returns 15. | Function returned 50 units change.  getCoffee returned 15.  getMilk returned 15.  getSugar returned 15.  getChocolate returned 15. |
| PurchaseBeverage5 | Precondition: addRecipe1 has run successfully Enter: Menu option 3, "Edit a recipe " Select: Coffee  Coffee: 15 Milk: 15 Sugar: 15 Chocolate: 15 Return to main menu.  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu.  Enter: Menu option 6, "Purchase a beverage" Select: Coffee  Enter: 50  Return to main menu. | Function returns 0 units change.  Function returns 50 units change.  getCoffee returns 0.  getMilk returns 0.  getSugar returns 0.  getChocolate returns 0. | Function returned 0 units change.  Function returned 50 units change.  getCoffee returned 0.  getMilk returned 0.  getSugar returned 0.  getChocolate returned 0. |
| SetCoffee | Precondition: Run CoffeeMaker  Coffee: -1 | getCoffee returns 0. | getCoffee returned 0. |
| SetMilk | Precondition: Run CoffeeMaker  Milk: -1 | getMilk returns 0. | getMilk returned 0. |
| SetSugar | Precondition: Run CoffeeMaker  Sugar: -1 | getSugar returns 0. | getSugar returned 0. |
| SetChocolate | Precondition: Run CoffeeMaker  Chocolate: -1 | getChocolate returns 0. | getChocolate returned 0. |