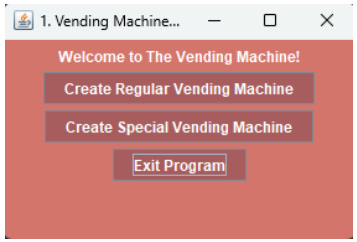
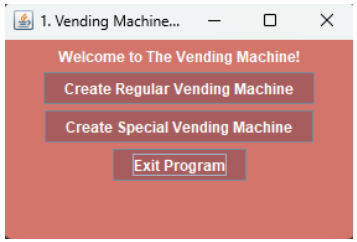
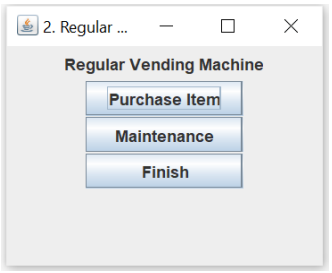
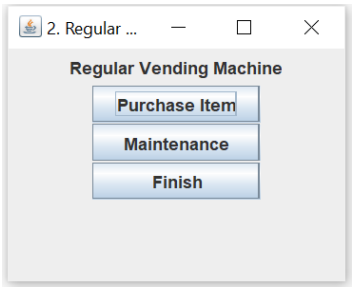
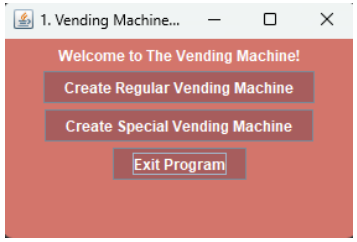
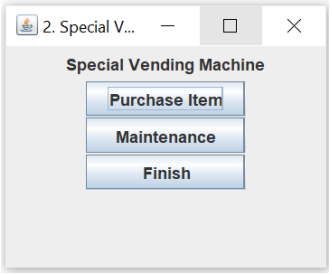
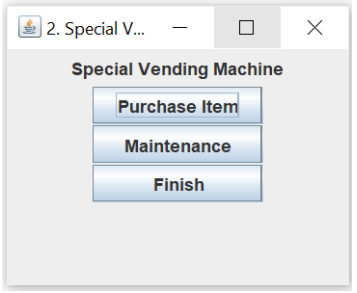
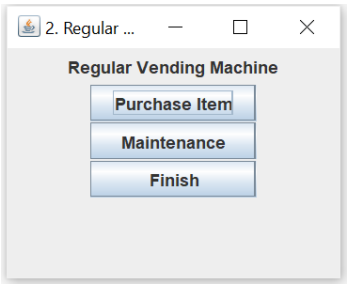
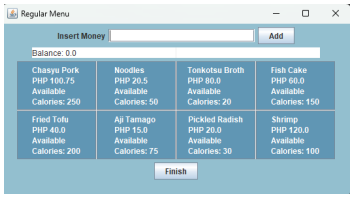
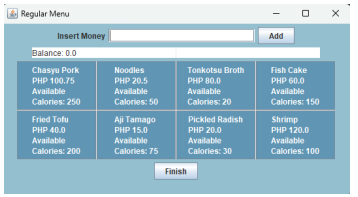
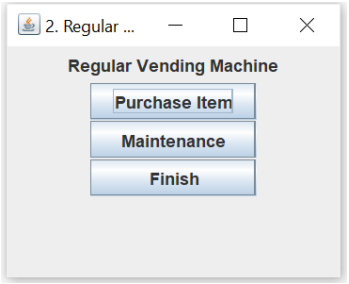
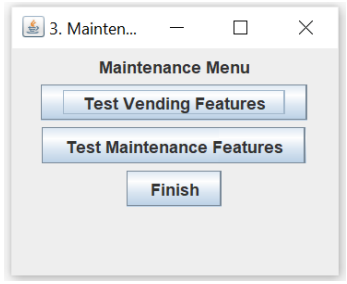
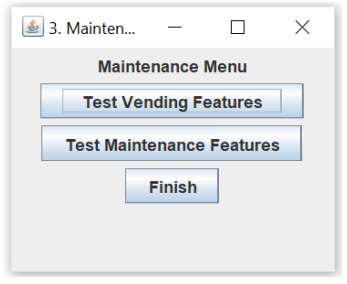
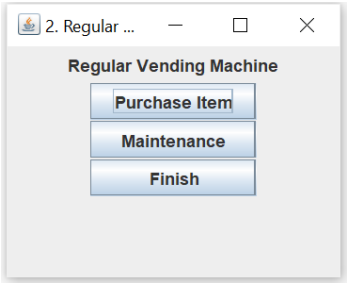
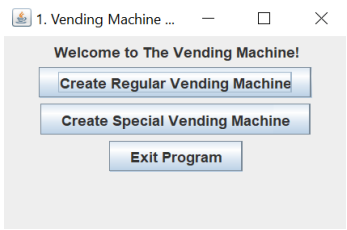
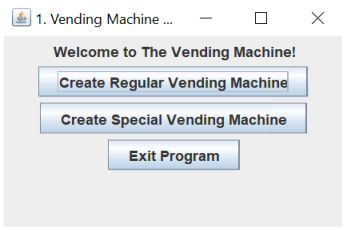
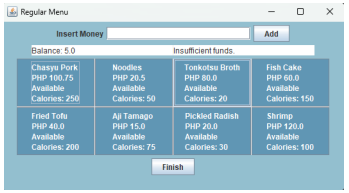
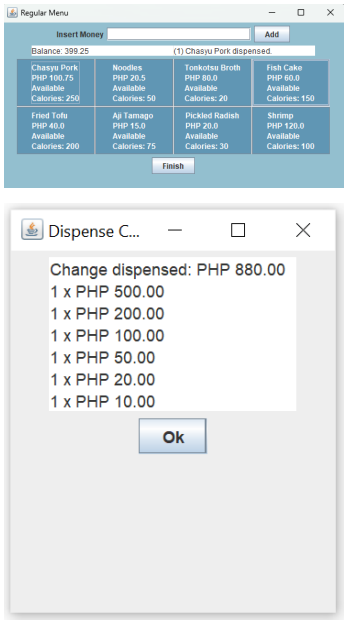
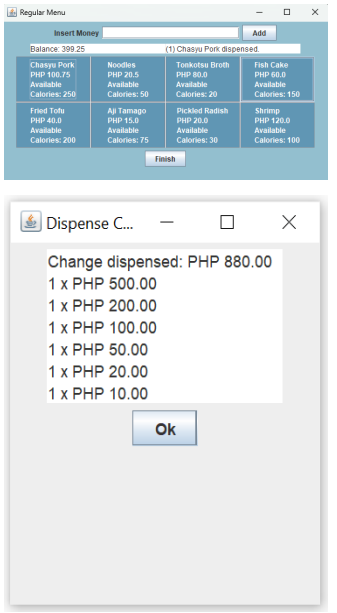
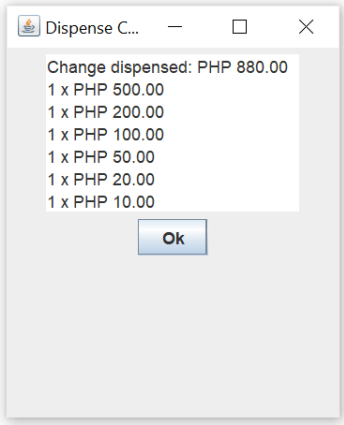
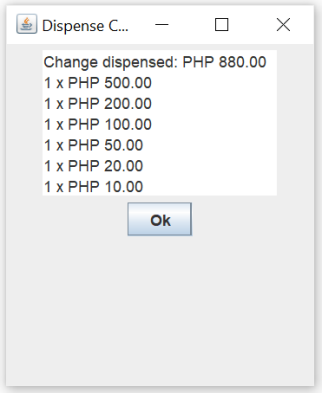
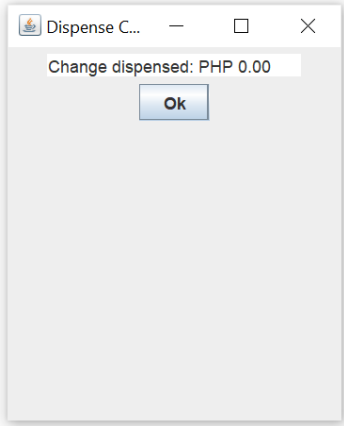
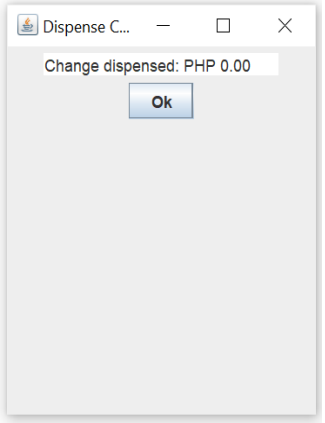
Test Cases

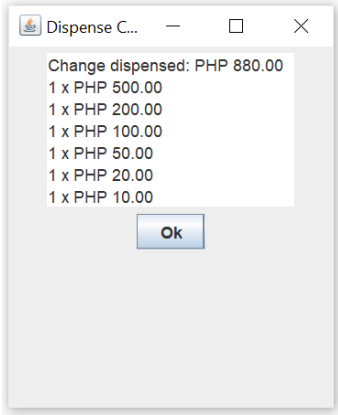
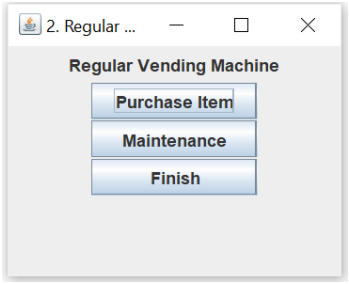
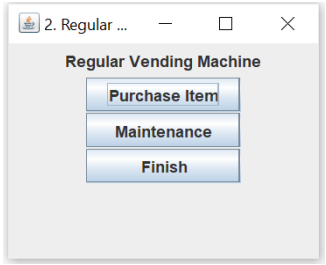
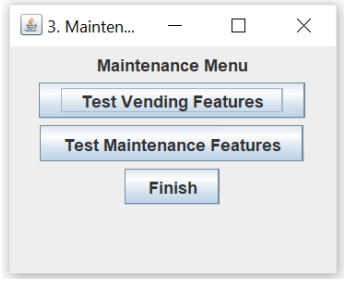
Method	#	Test Description	Sample Input Data	Expected Output	Actual output	P/F
mainMenuScreen()	1	The “Exit Program” button is selected.		*Program exits	*Program exits	P
	2	The “Create Regular Vending Machine” button is selected.				P
	3	The “Create Special Vending Machine” button is selected.				P

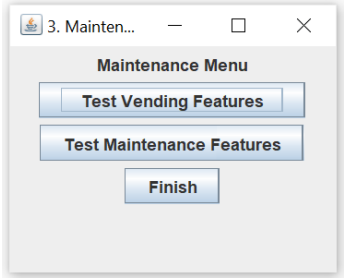
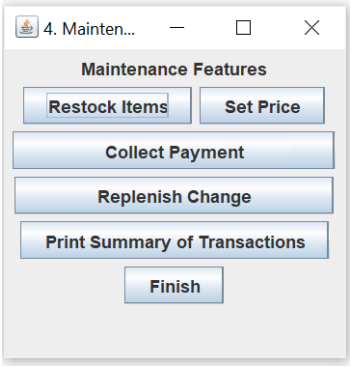
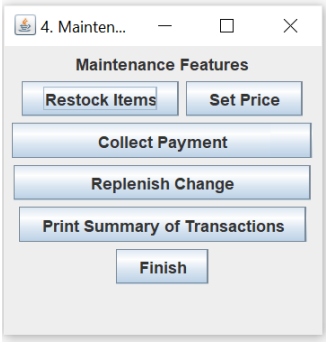
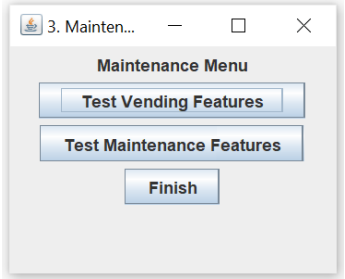
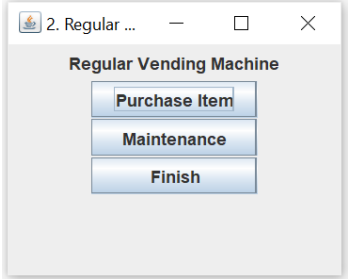
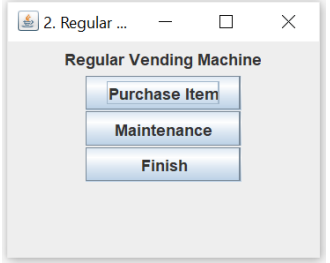
regularScreen()	1	The “Purchase Item” button is selected.				P
	2	The “Maintenance” button is selected.				P
	3	The “Finish” button is selected.				P

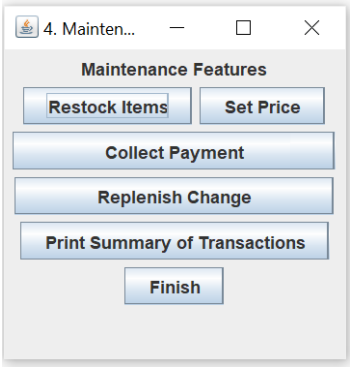
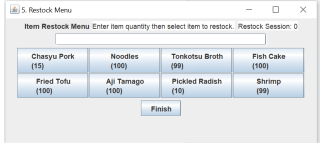
paymentScr een()	1	Valid denomination is added by the user.	500			**P**
	2	An incorrect denomination is inputted by the user.	3			**P**
	3	There is a lack of funds for purchase.				**P**

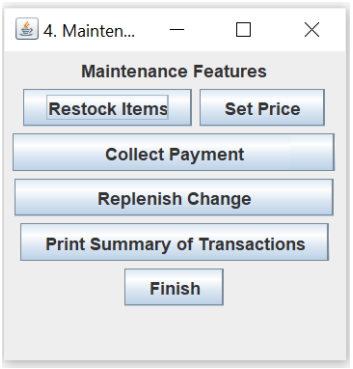
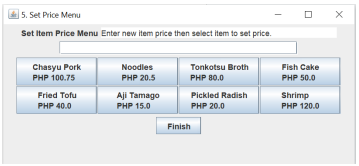
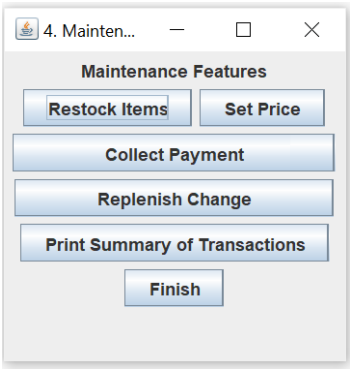
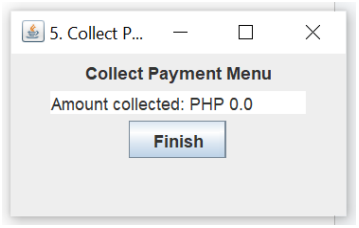
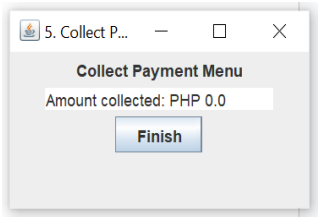
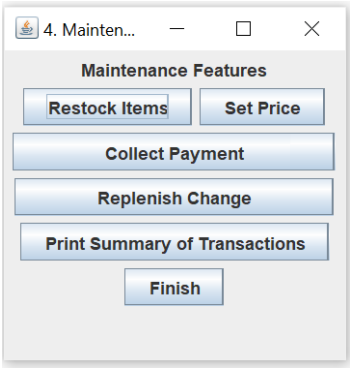
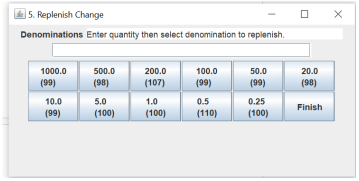
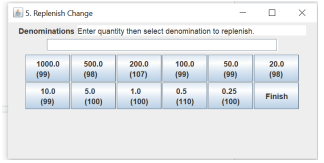
	4	Successfully purchased an item.				P

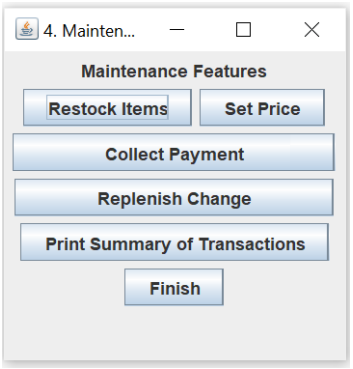
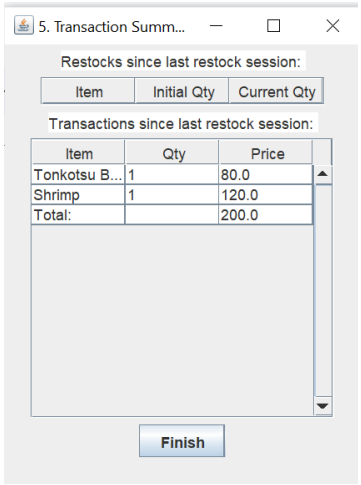
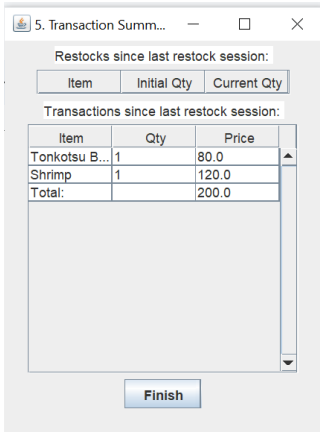
dispenseChangeScreen()	1	Change is dispensed successfully.				P
	2	There is no change to be dispensed.				P

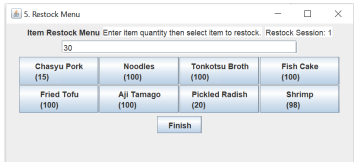
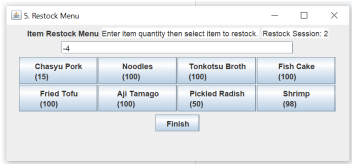
	3	The “Ok button is selected.				**P**
maintenanceScreen()	1	The “Test Vending Features” button is selected.				**P**

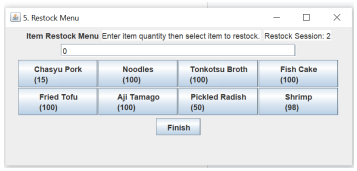
	2	The “Test Maintenance Features” button is selected.				P
	3	The “Finish” button is selected				P

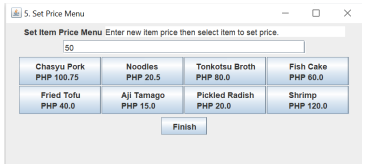
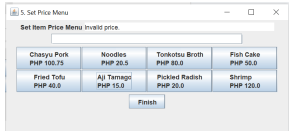
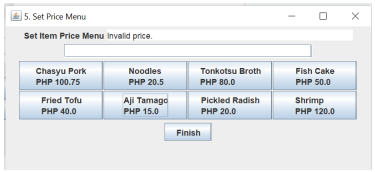
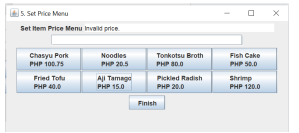
maintenanceFeaturesScreen()	1	The “Restock Items” button is selected.				P

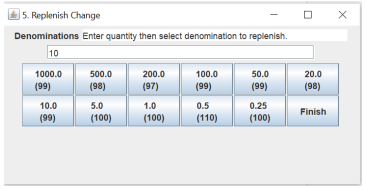
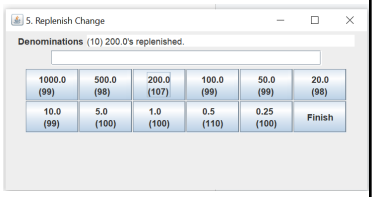
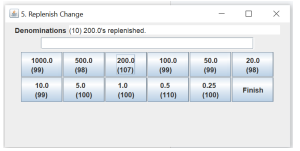
	2	The “Set Price” button is selected.				P
	3	The “Collect Payment” button is selected.				P
	4	The “Replenish Change” button is selected.				P

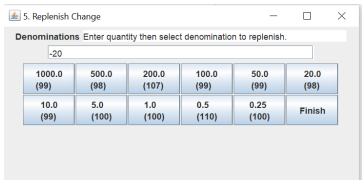
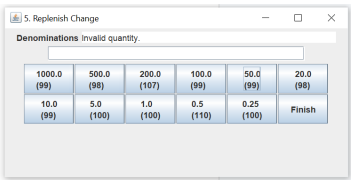
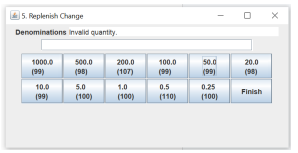
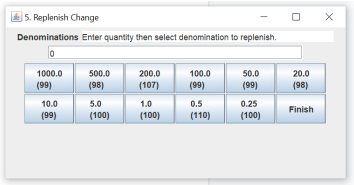
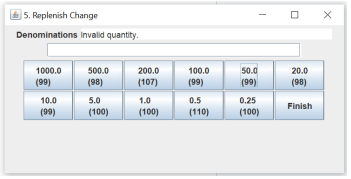
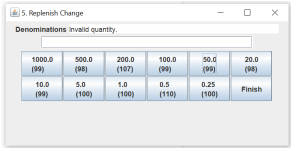
	5	The “Print Summary of Transactions” button is selected.				**P**

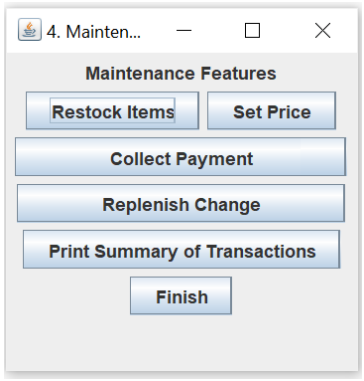
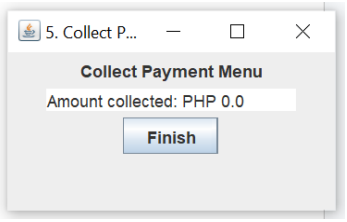
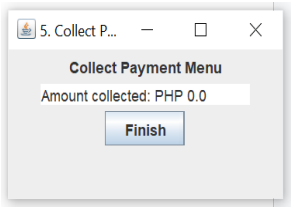
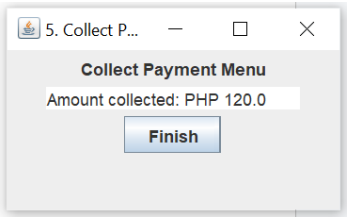
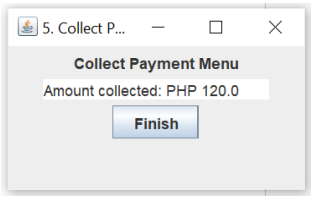
restockScreen()	1	Successfully restock an item.				**P**
	2	An invalid number is inputted to restock an item.				**P**

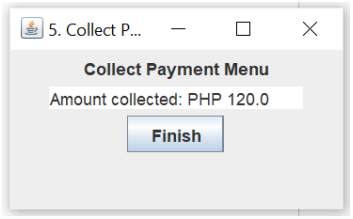
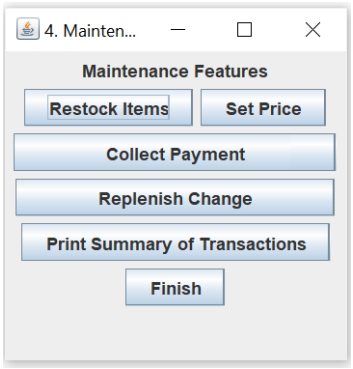
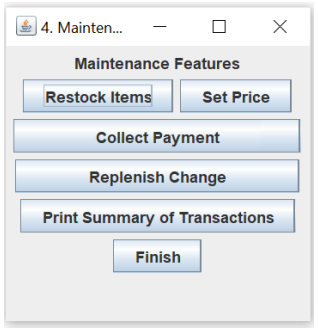
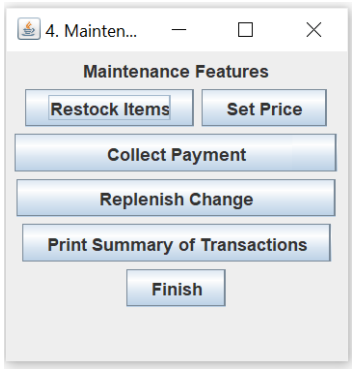
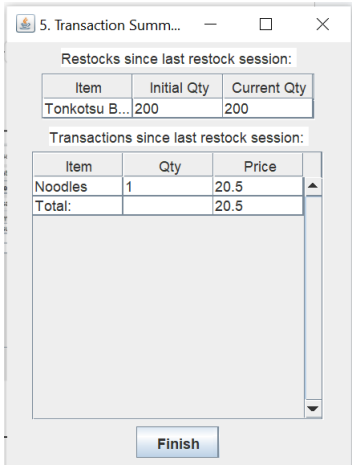
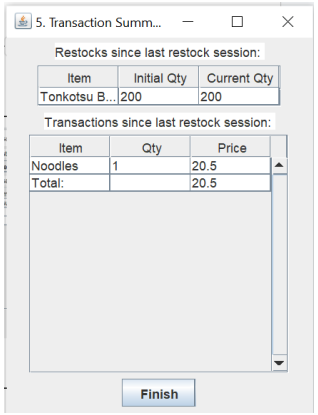
	3	0 items are inputted to restock an item.				P

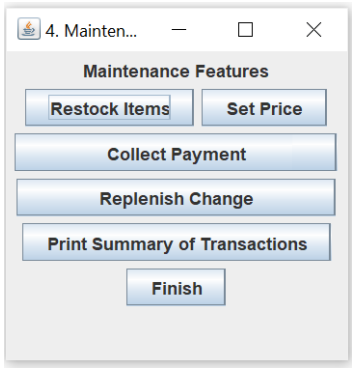
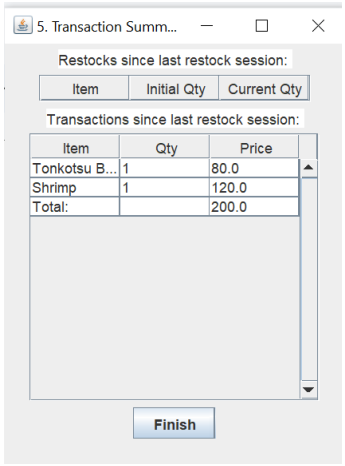
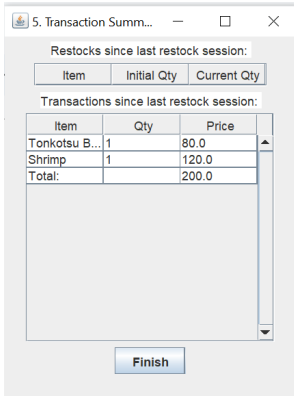
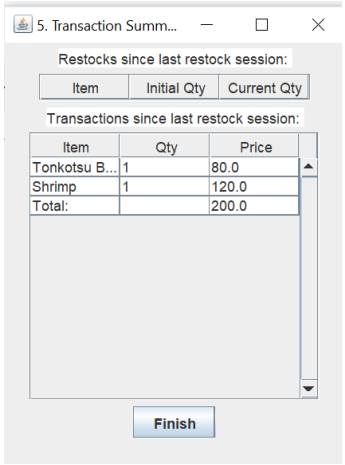
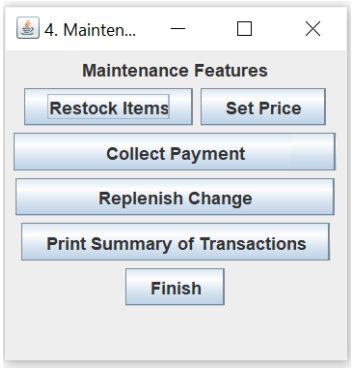
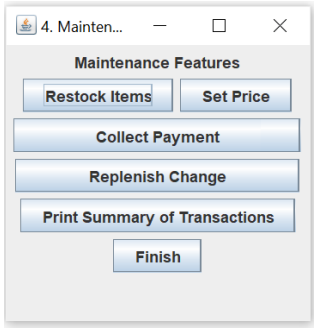
setPriceScreen()	1	Successfully set the price of an item.				P
	2	An invalid price is inputted.				P
	3	A price of 0 is inputted.				P

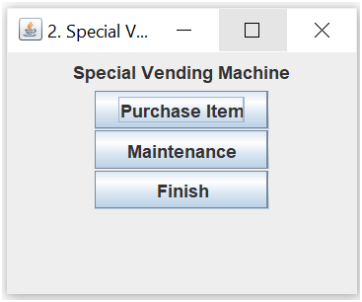
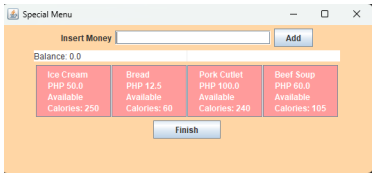
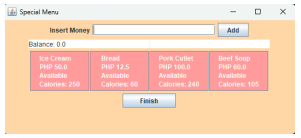
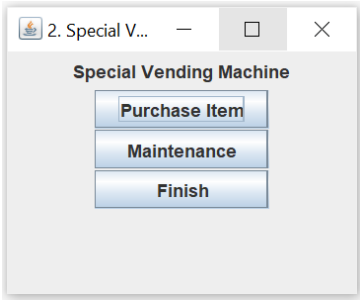
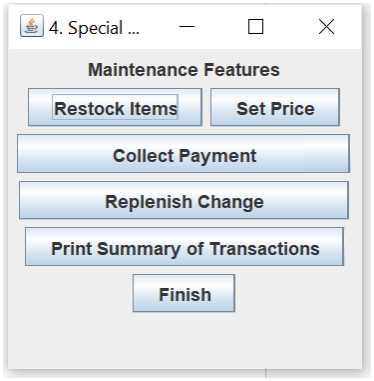
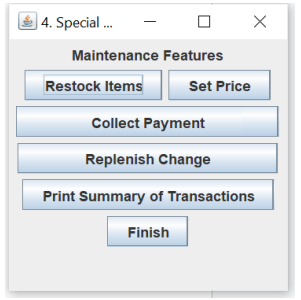
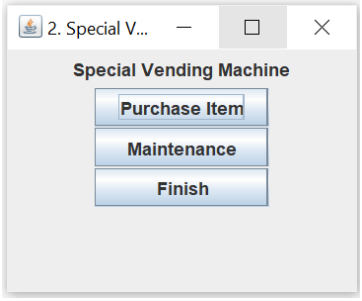
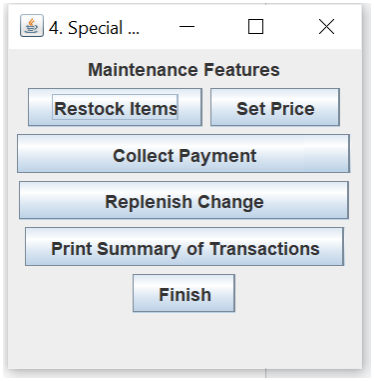
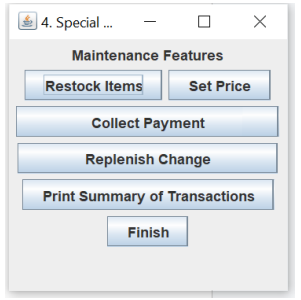
replenishScreen()	1	Successfully replenish a denomination.				P

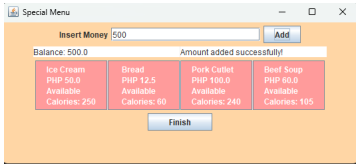
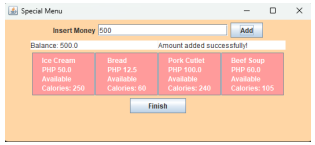
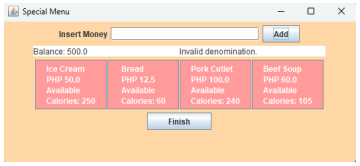
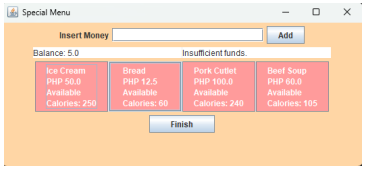
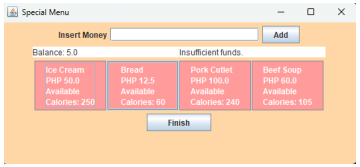
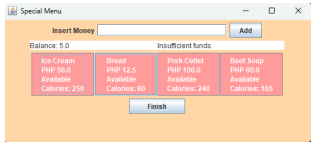
	2	An invalid value to be replenished is inputted.				**P**
	3	A value of 0 to be replenished is inputted.				**P**

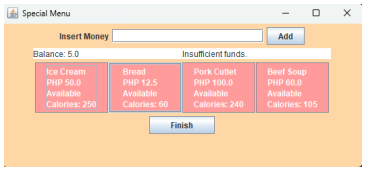
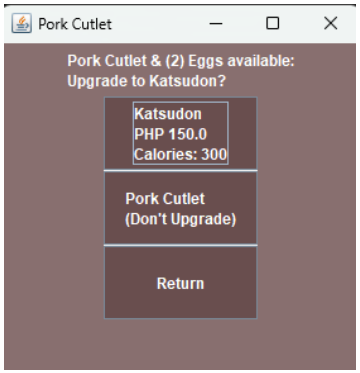
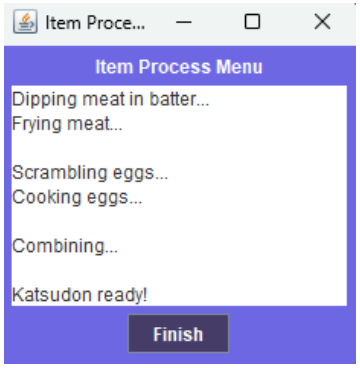
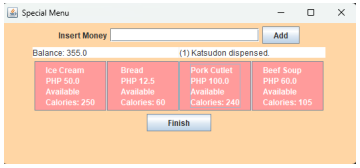
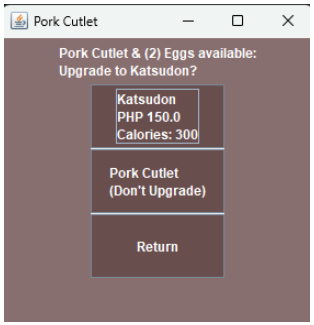
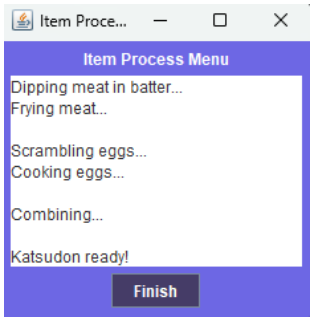
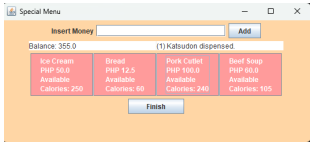
collectScreen()	1	No prior transactions have taken place.				**P**
	2	Prior transactions have taken place.				**P**

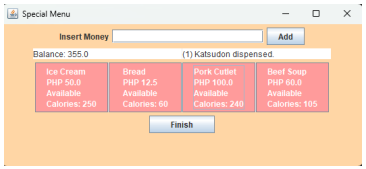
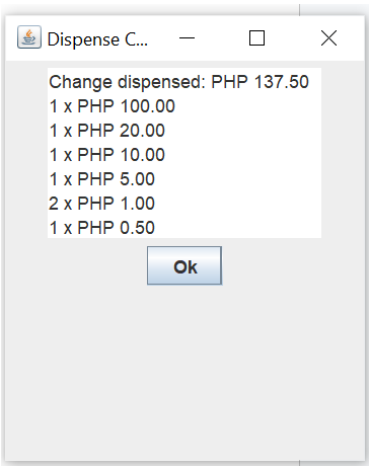
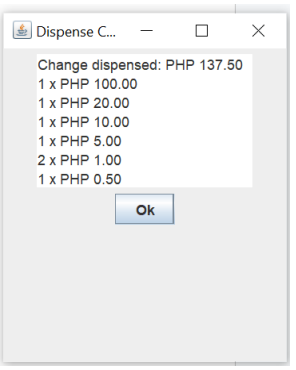
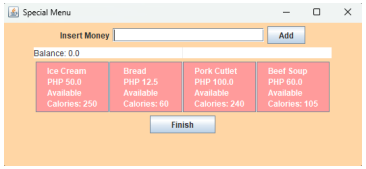
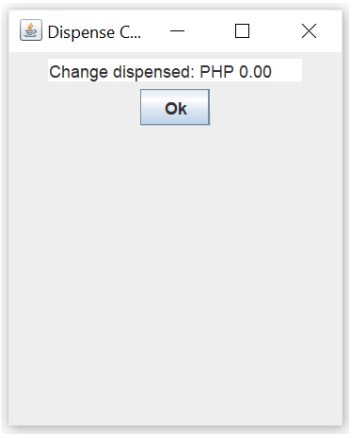
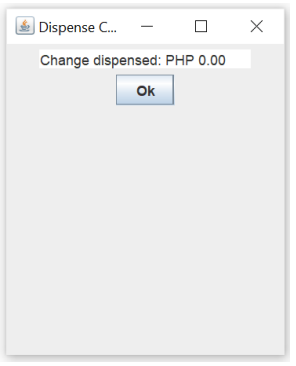
	3	The “Finish” button is selected.				**P**
transaction Screen()	1	A restock has taken place prior to selecting this feature.				**P**

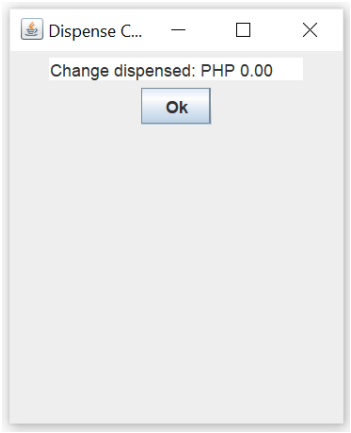
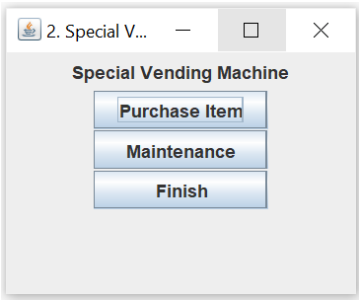
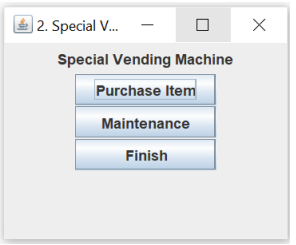
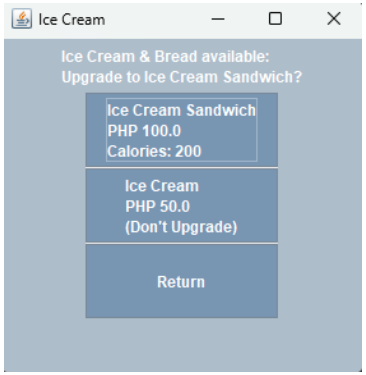
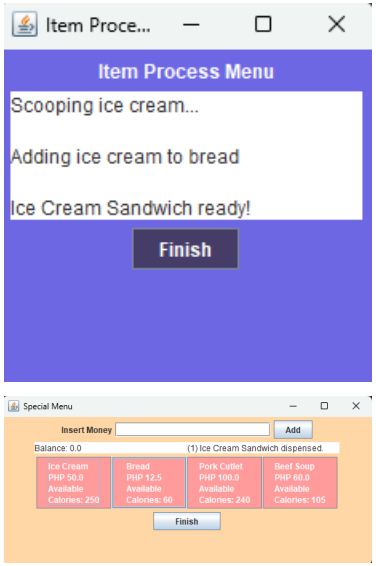
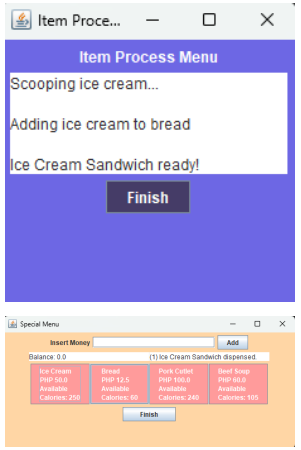
	2	No restock has taken place prior to selecting this feature.				P
	3	The “Finish” button is selected.				P

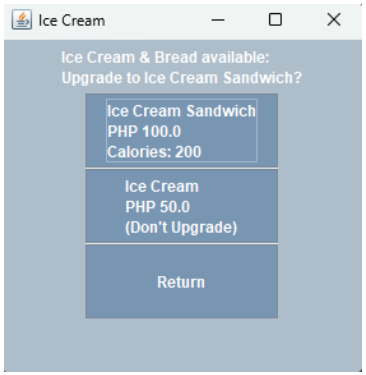
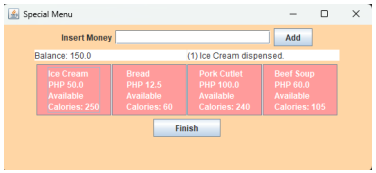
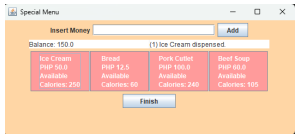
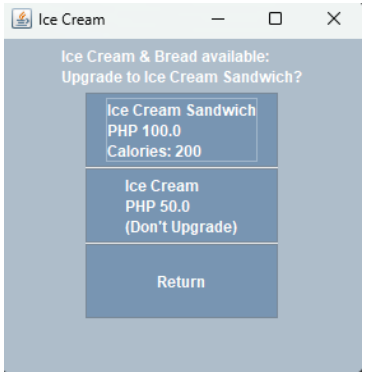
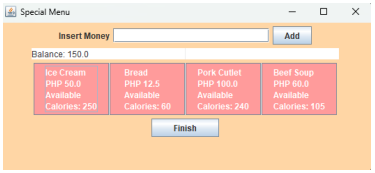
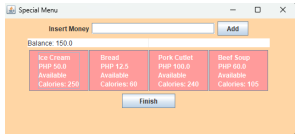
specialScreen()	1	The “Purchase Item” button is selected.				P
	2	The “Maintenance” button is selected.				P
	3	The “Finish” button is selected.				P

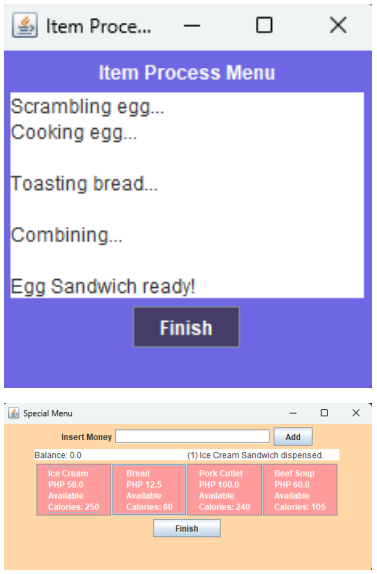
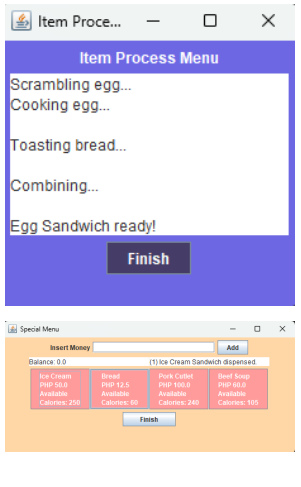
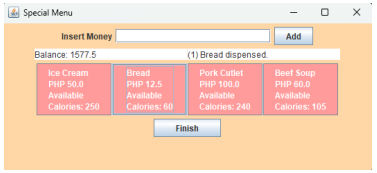
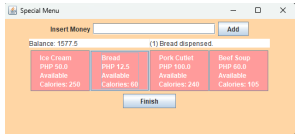
specialPayment Screen ()	1	The right denomination is added by the user.	500			**P**
	2	An incorrect denomination is inputted by the user.	3			**P**
	3	There is a lack of funds for purchase.				**P**

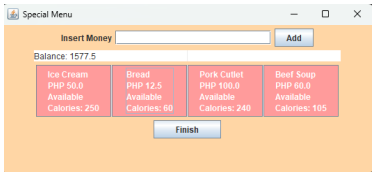
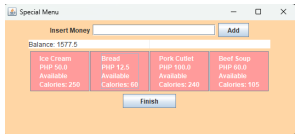
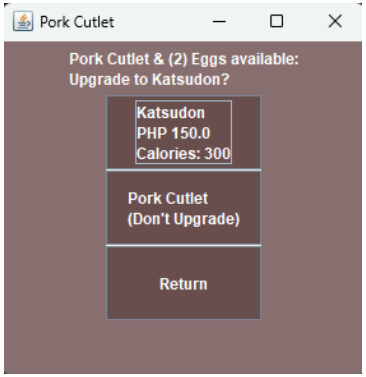
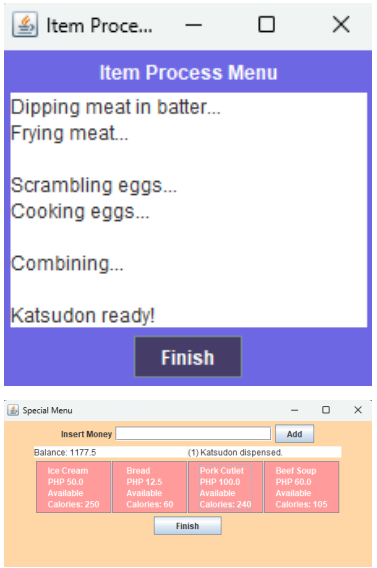
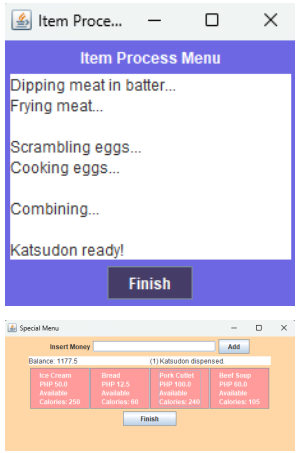
	4	Successfully purchased an item.		  	  	P

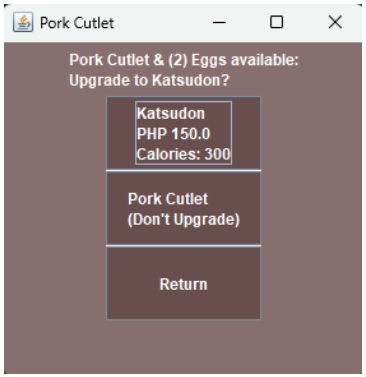
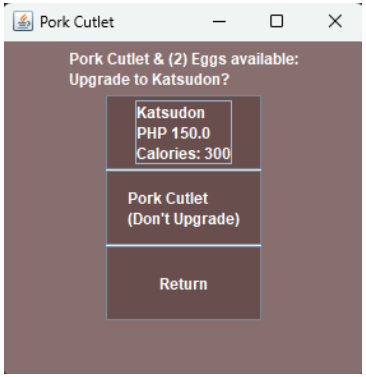
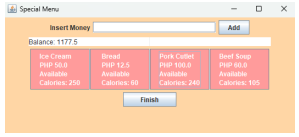
specialDispenseChangeScreen()	1	Change is dispensed successfully.				P
	2	There is no change to be dispensed.				P

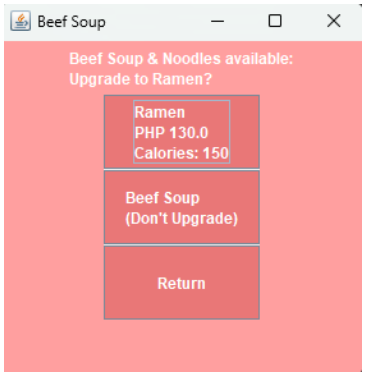
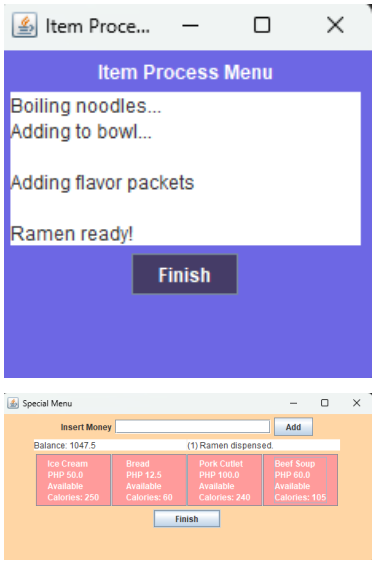
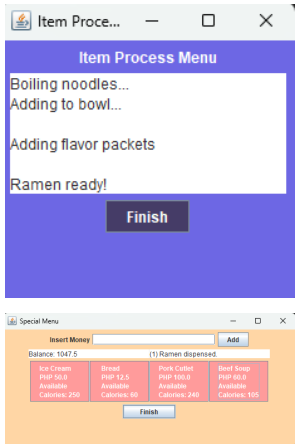
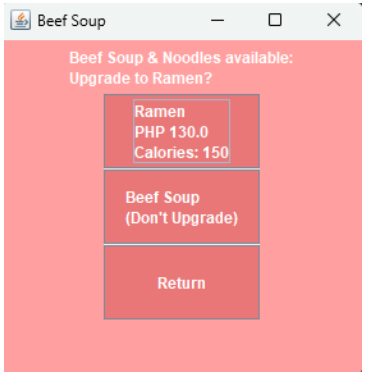
	3	The “Ok button is selected.				**P**
iceCreamScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.				**P**

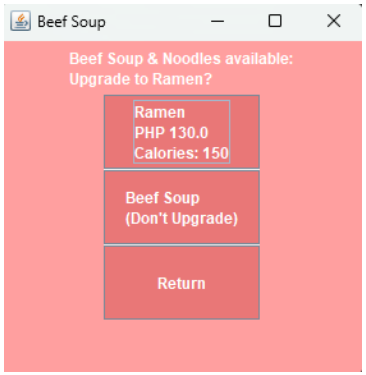
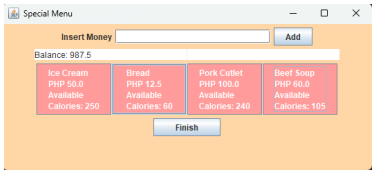
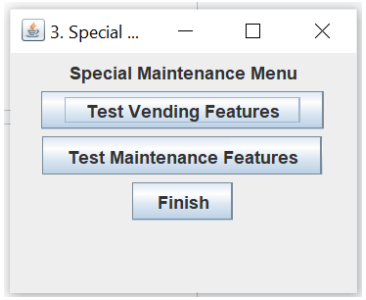
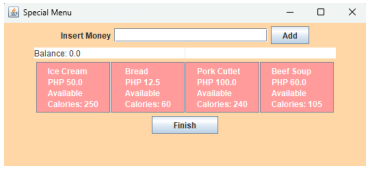
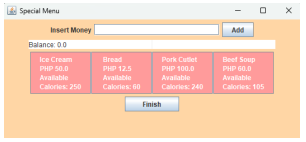
	2	User does not want to upgrade item.				**P**
	3	User wants to return to previous menu.				**P**

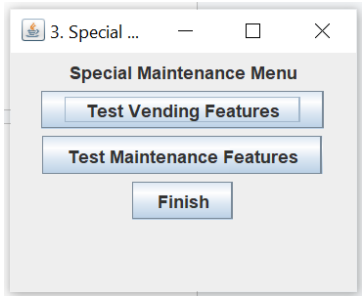
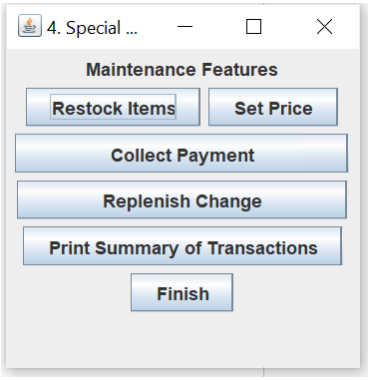
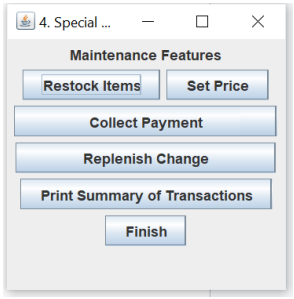
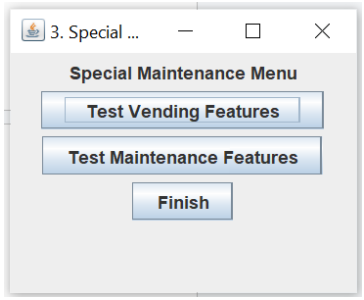
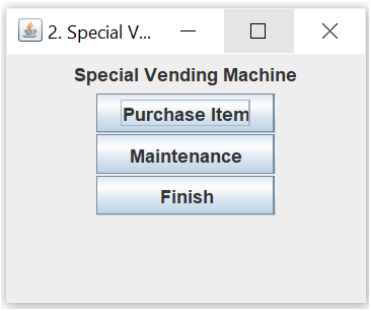
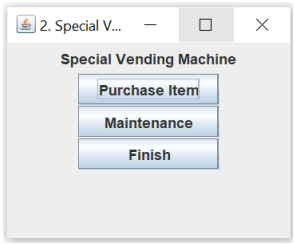
breadScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.				P
	2	User does not want to upgrade item.				P

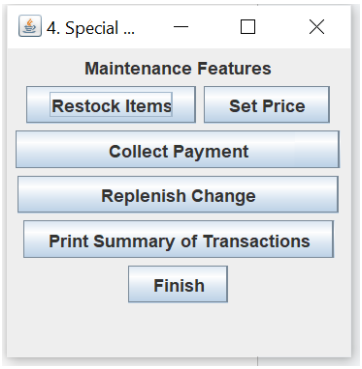
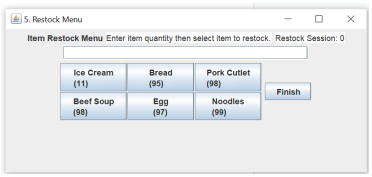
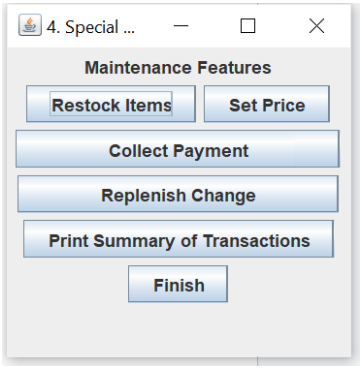
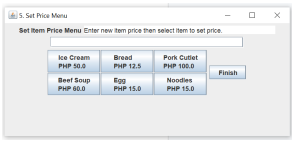
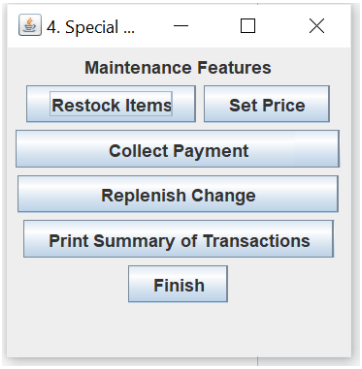
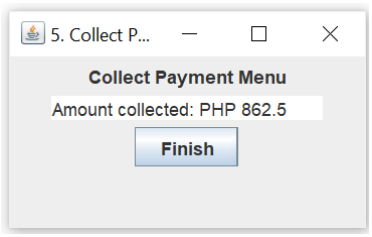
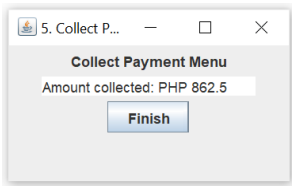
	3	User wants to return to previous menu.				P
porkCutletScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.				P

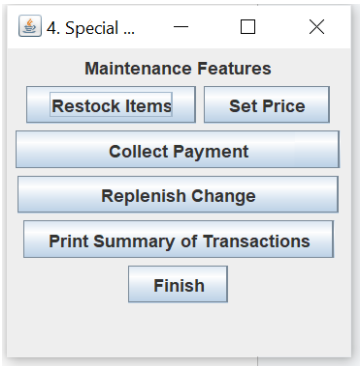
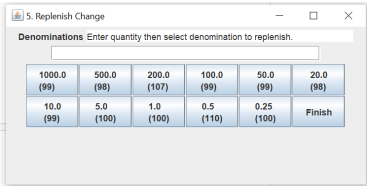
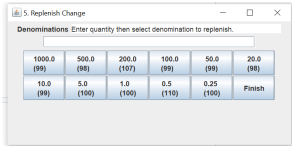
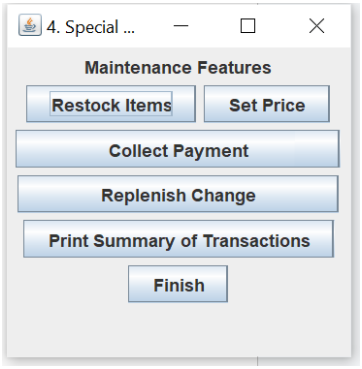
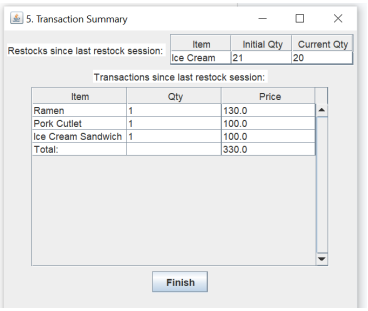
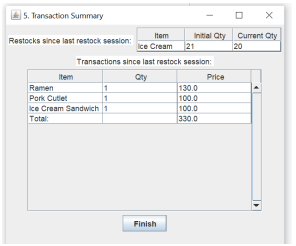
	2	User does not want to upgrade item.				P
	3	User wants to return to previous menu.				P

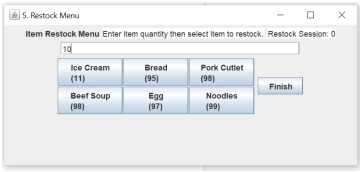
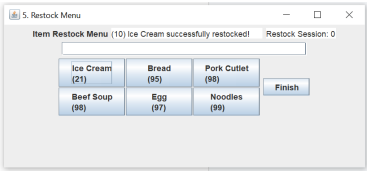
beefSoupScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.				P
	2	User does not want to upgrade item.				P

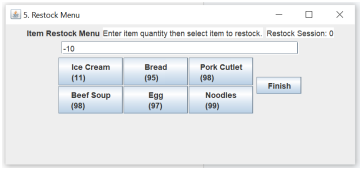
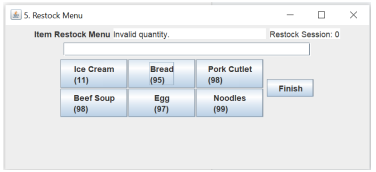
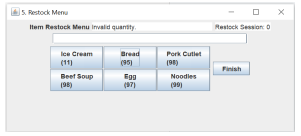
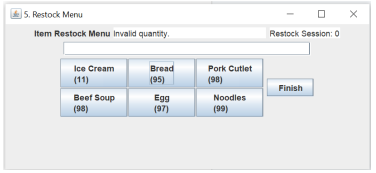
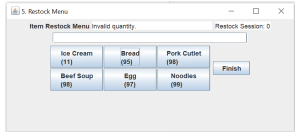
	3	User wants to return to previous menu.				**P**
specialMaintenanceScreen()	1	The “Test Vending Features” button is selected.				**P**

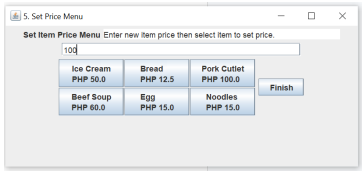
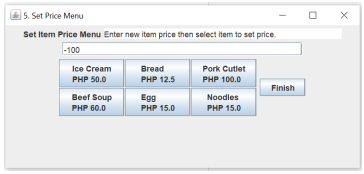
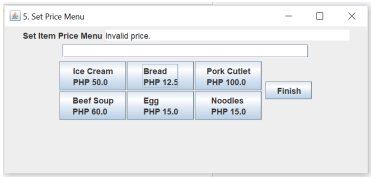
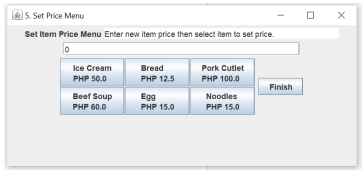
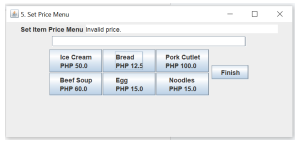
	2	The “Test Maintenance Features” button is selected.				**P**
	3	The “Finish” button is selected				**P**

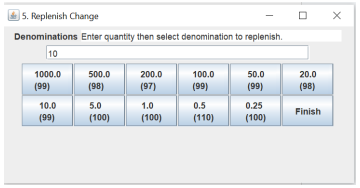
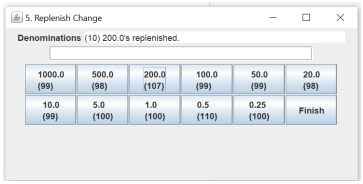
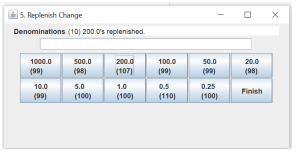
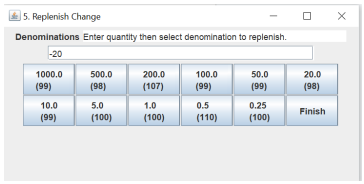
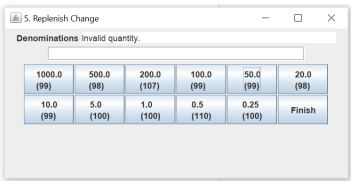
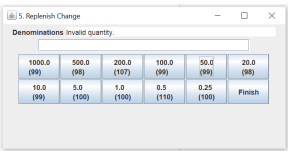
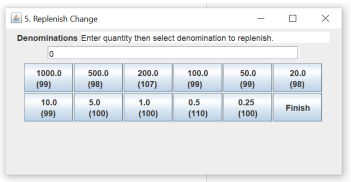
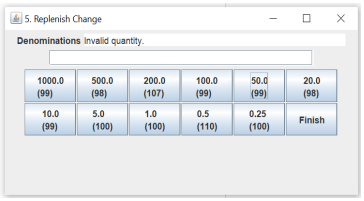
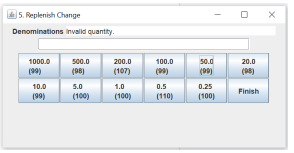
specialMaintenanceFeaturesScreen()	1	The “Restock Items” button is selected.				P
	2	The “Set Price” button is selected.				P
	3	The “Collect Payment” button is selected.				P

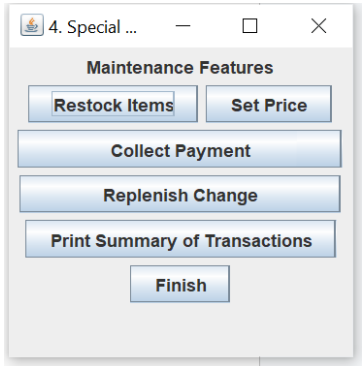
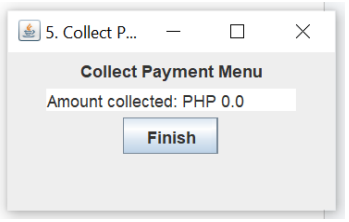
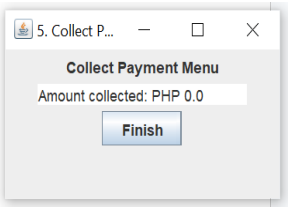
	4	The “Replenish Change” button is selected.				P
	5	The “Print Summary of Transactions” button is selected.				P

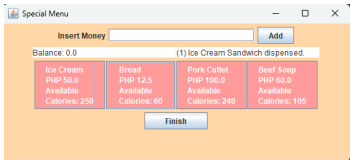
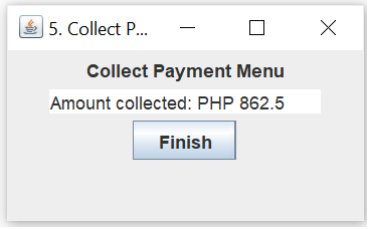
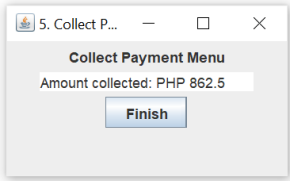
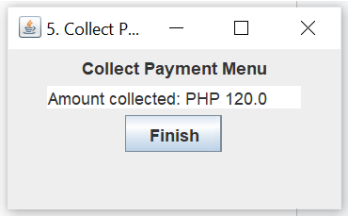
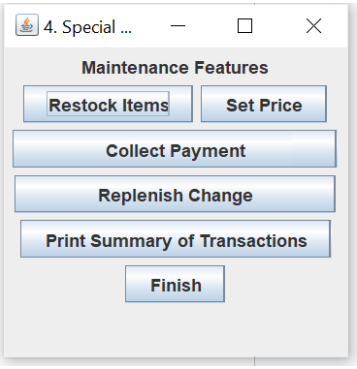
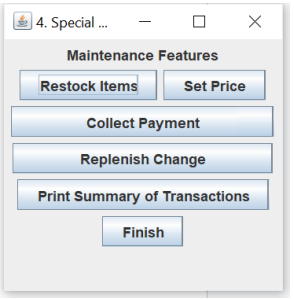
specialRestockScreen()	1	Successfully restock an item.				P

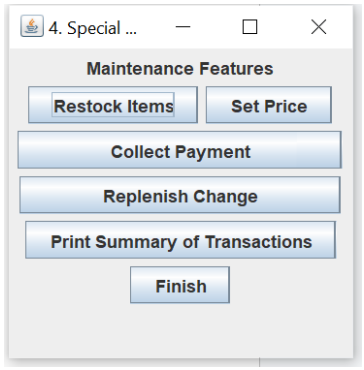
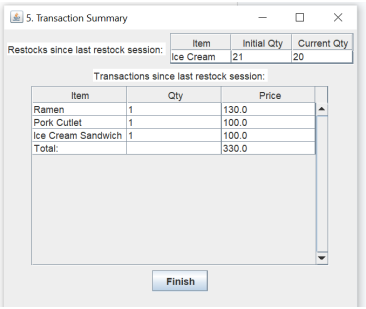
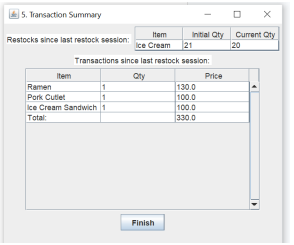
	2	An invalid number is inputted to restock an item.				**P**
	3	0 items are inputted to restock an item.				**P**

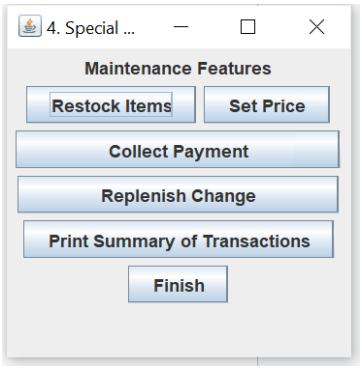
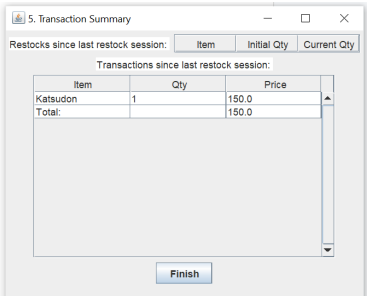
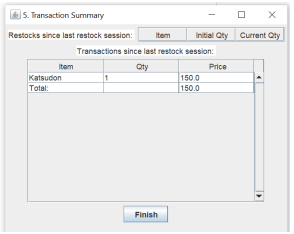
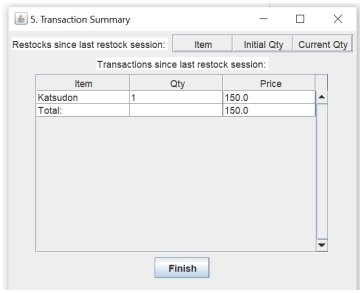
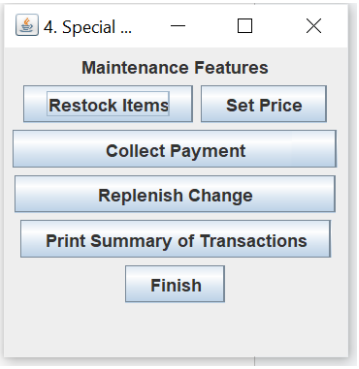
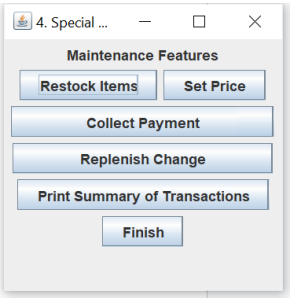
setSpecialPriceScreen()	1	Successfully set the price of an item.				**P**
	2	An invalid price is inputted.				**P**
	3	A price of 0 is inputted.				**P**

specialReplenishScreen()	1	Successfully replenish a denomination.				**P**
	2	An invalid value to be replenished is inputted.				**P**
	3	A value of 0 to be replenished is inputted.				**P**

specialCollectScreen()	1	No prior transactions have taken place.				**P**

	2	Prior transactions have taken place.				P
	3	The “Finish” button is selected.				P

specialTransactionScreen()	1	A restock has taken place prior to selecting this feature.				P

	2	No restock has taken place prior to selecting this feature.				P
	3	The “Finish” button is selected.				P