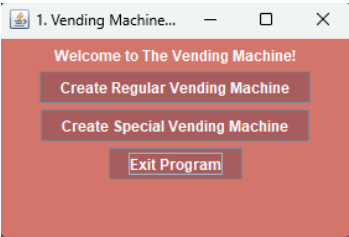
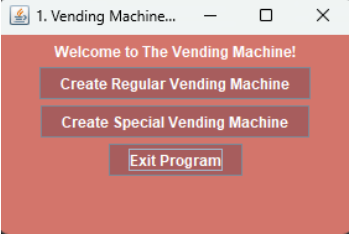
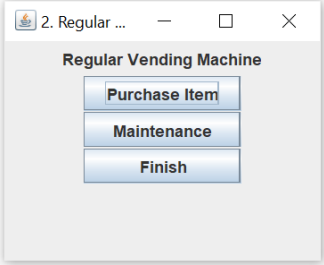
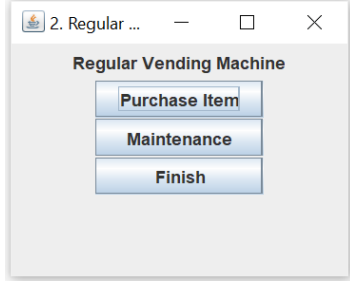
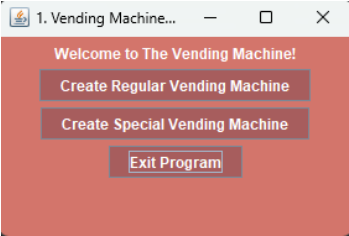
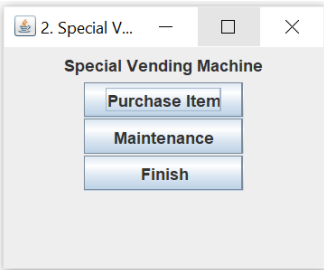
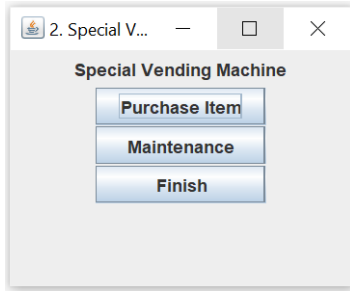
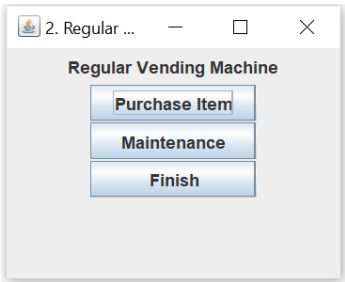


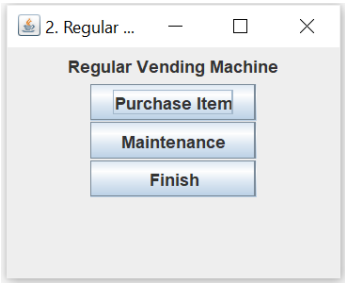
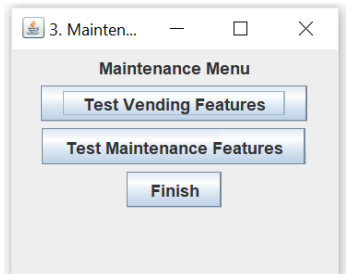
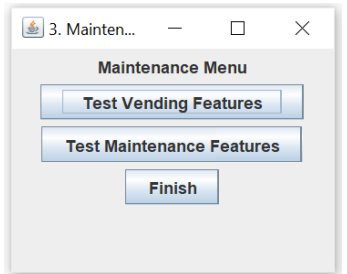
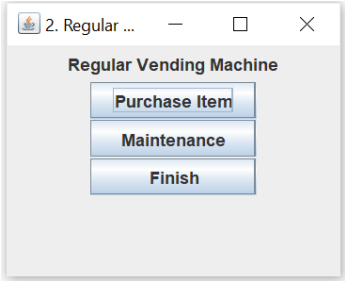
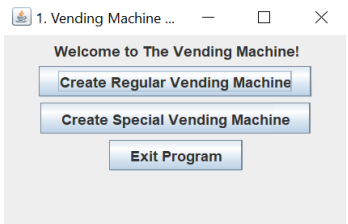
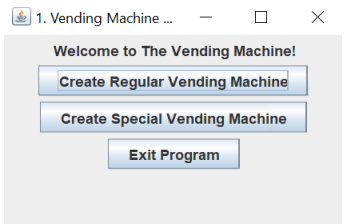








Test Cases

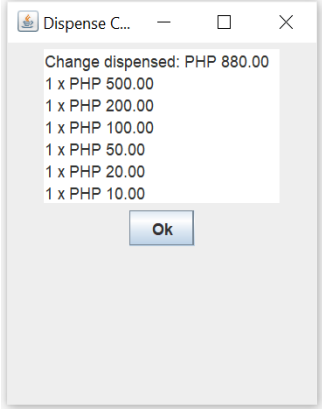
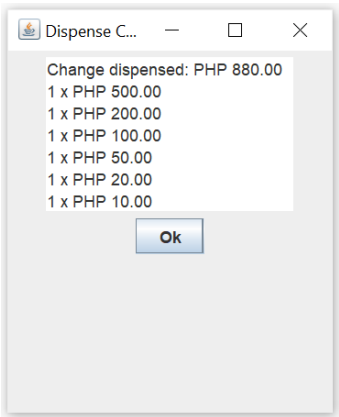
Method	#	Test Description	Sample Input Data	Expected Output	Actual output	P/F
mainMenuScreen()	1	The “Exit Program” button is selected.		*Program exits	*Program exits	P
	2	The “Create Regular Vending Machine” button is selected.				P
	3	The “Create Special Vending Machine” button is selected.				P

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


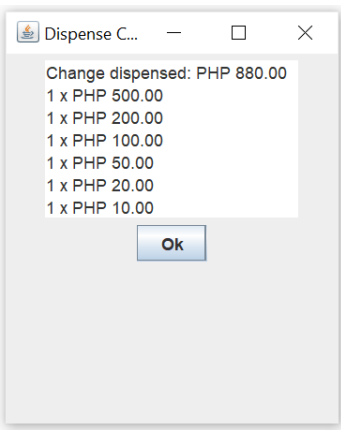
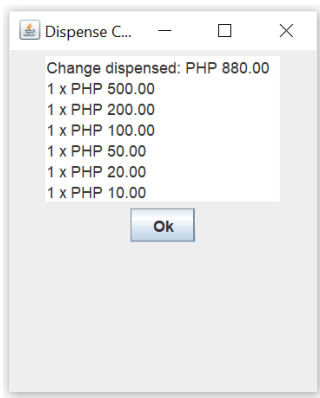

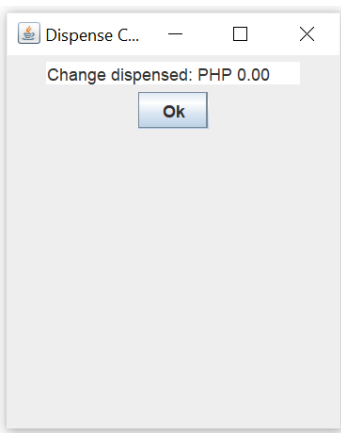
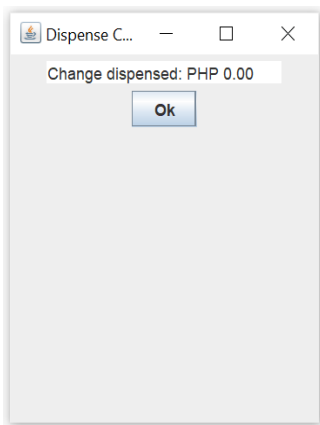
paymentScreen()	1	Valid denomination is added by the user.	500			P
	2	An incorrect denomination is inputted by the user.	3			P
	3	There is a lack of funds for purchase.				P

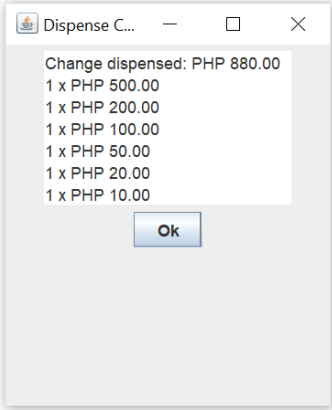
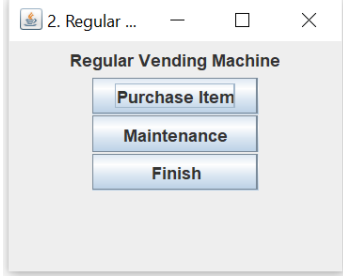
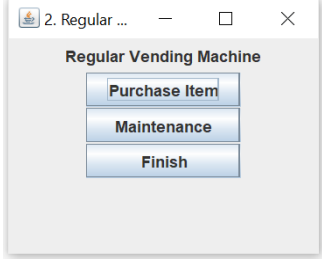
4

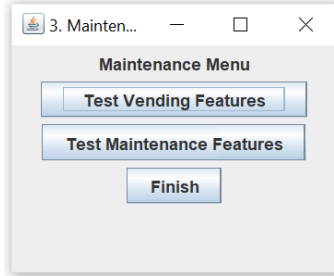
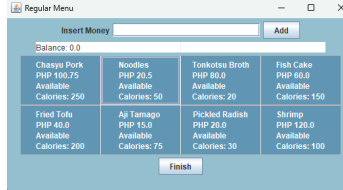
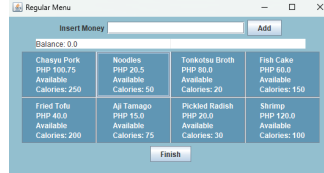
Successfully purchased an item.

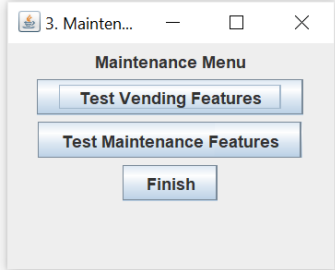
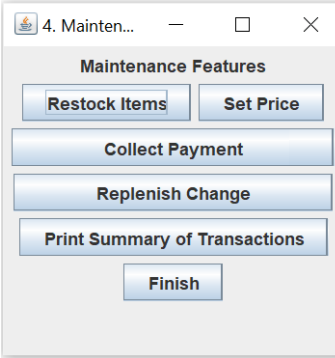
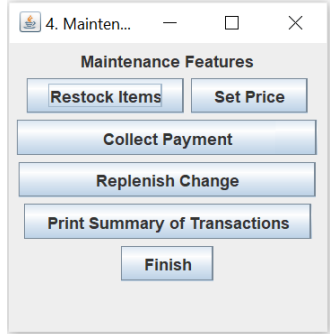
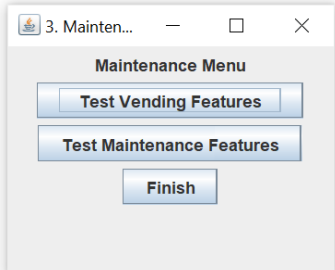
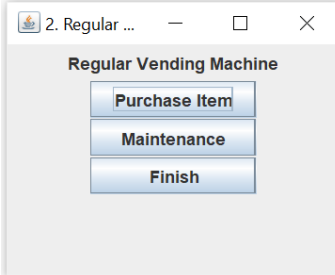
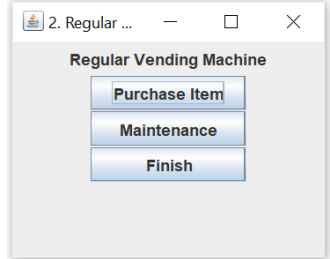


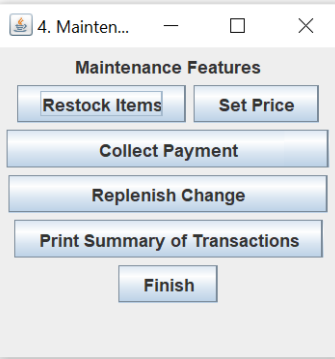
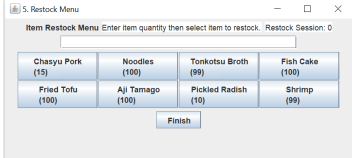
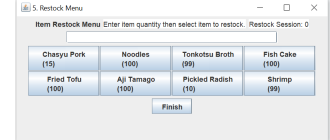
P

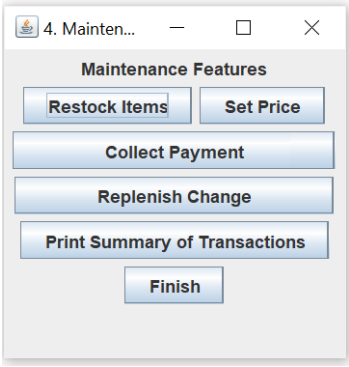

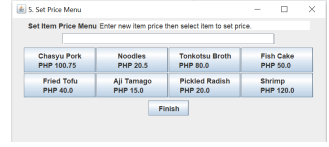
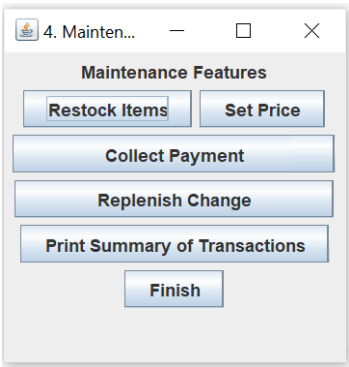
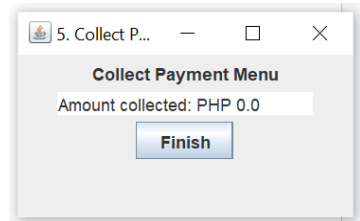
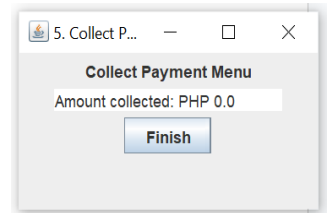
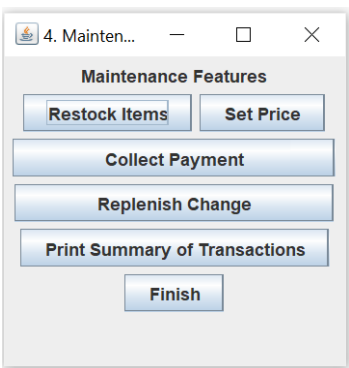
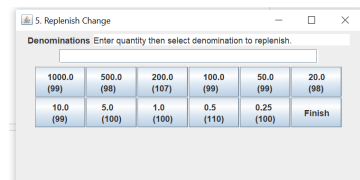
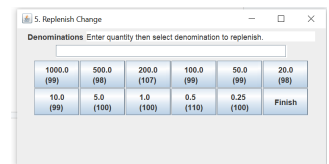
dispenseChangeScreen()	1	Change is dispensed successfully.				P
	2	There is no change to be dispensed.				P

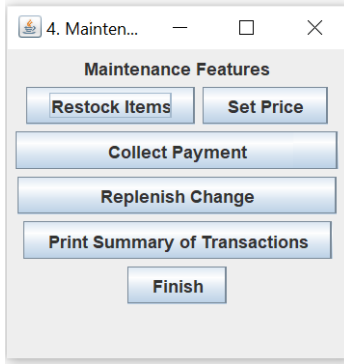
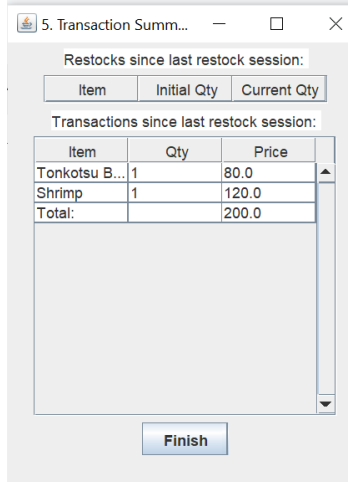
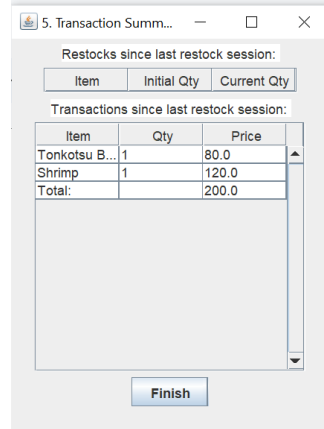
	3	The “Ok button is selected.	 <p>Dispense C... — □ ×</p> <p>Change dispensed: PHP 880.00</p> <ul style="list-style-type: none"> 1 x PHP 500.00 1 x PHP 200.00 1 x PHP 100.00 1 x PHP 50.00 1 x PHP 20.00 1 x PHP 10.00 <p>Ok</p>	 <p>2. Regular ... — □ ×</p> <p>Regular Vending Machine</p> <p>Purchase Item</p> <p>Maintenance</p> <p>Finish</p>	 <p>2. Regular ... — □ ×</p> <p>Regular Vending Machine</p> <p>Purchase Item</p> <p>Maintenance</p> <p>Finish</p>	P
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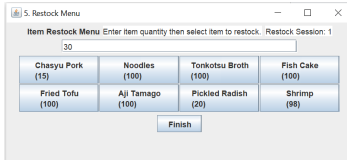


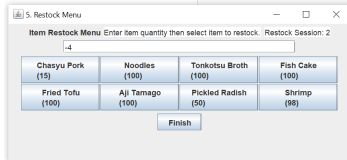


<div>maintenanceScreen()</div>	<div>1</div>	<div>The “Test Vending Features” button is selected.</div>	<div></div>	<div></div>	<div></div>	<div>P</div>
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	2	The “Test Maintenance Features” button is selected.				P
	3	The “Finish” button is selected				P

maintenanc eFeaturesS creen()	1	The “Restock Items” button is selected.				P
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	2	The “Set Price” button is selected.				P
	3	The “Collect Payment” button is selected.				P
	4	The “Replenish Change” button is selected.				P

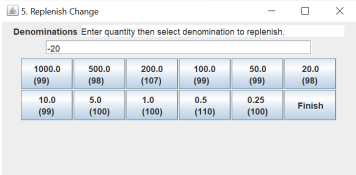
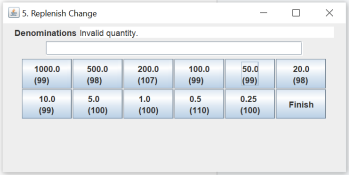
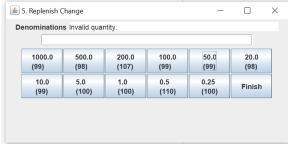
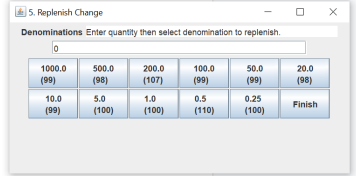
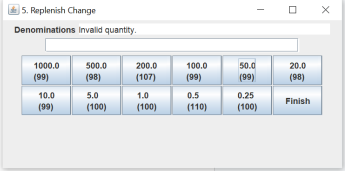
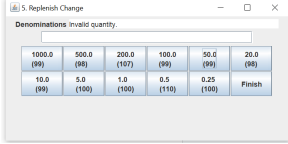
	5	The “Print Summary of Transactions” button is selected.				P
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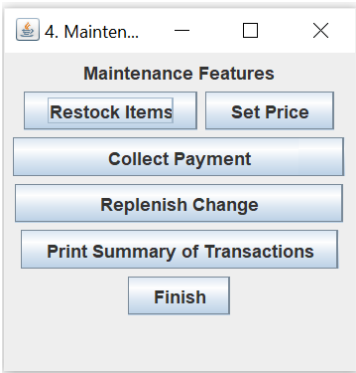
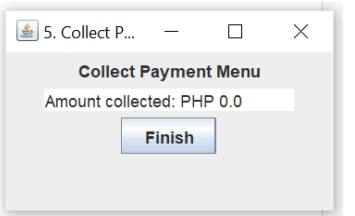
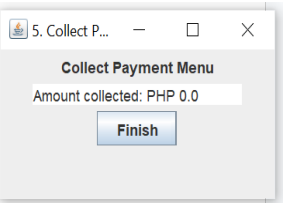

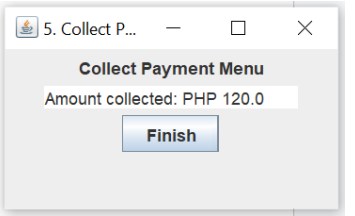
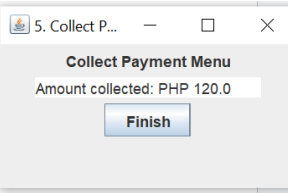
restockScreen()	1	Successfully restock an item.				P
	2	An invalid number is inputted to restock an item.				P

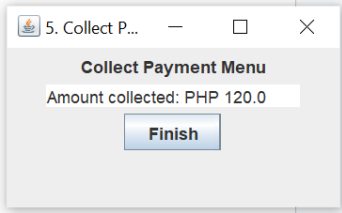
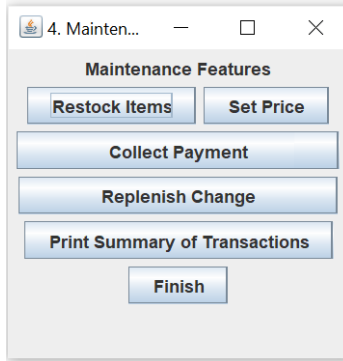
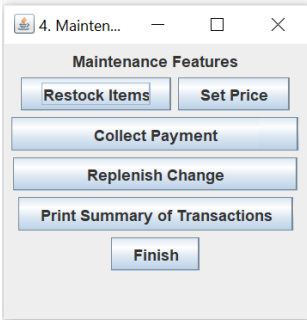
	3	0 items are inputted to restock an item.				P
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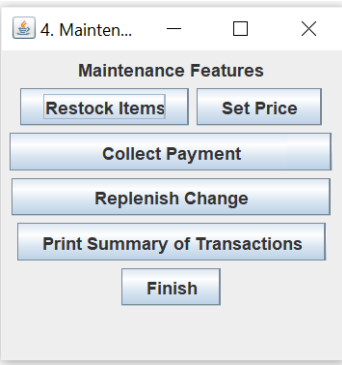
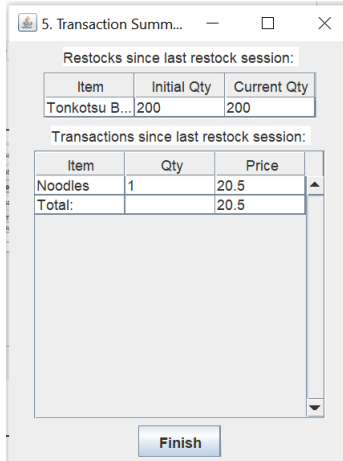
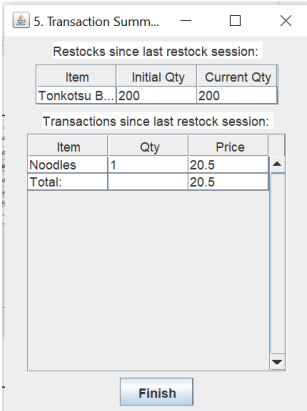
setPriceScreen()	1	Successfully set the price of an item.				P
	2	An invalid price is inputted.				P
	3	A price of 0 is inputted.				P

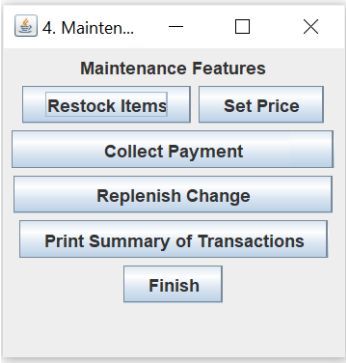
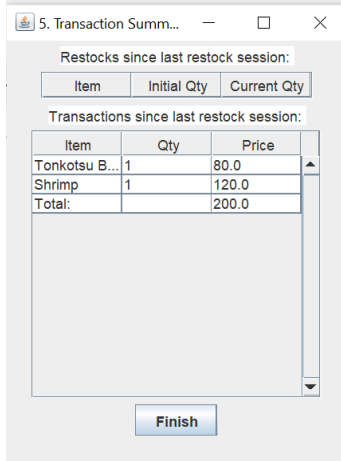
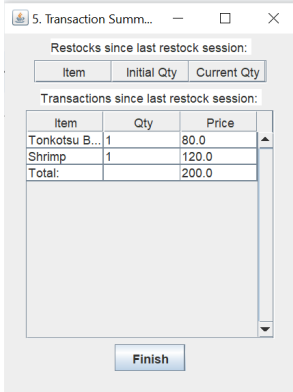
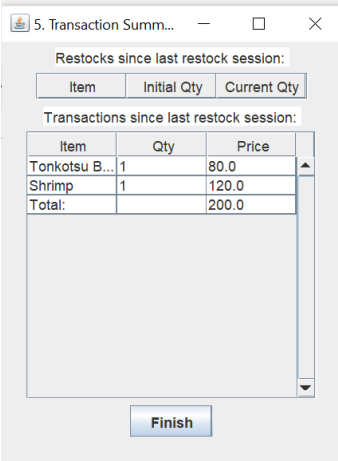
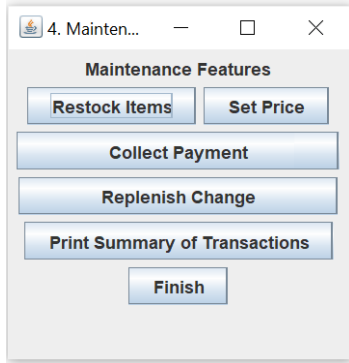
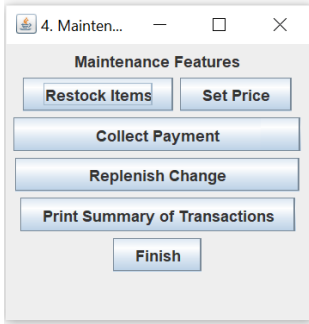
replenishScreen()	1	Successfully replenish a denomination.				P
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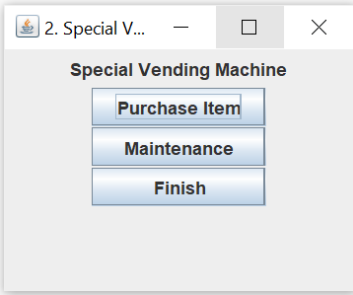


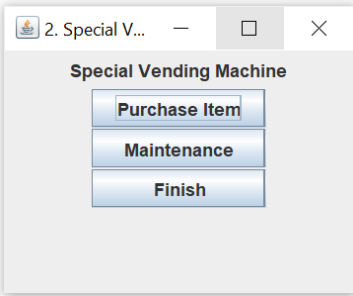
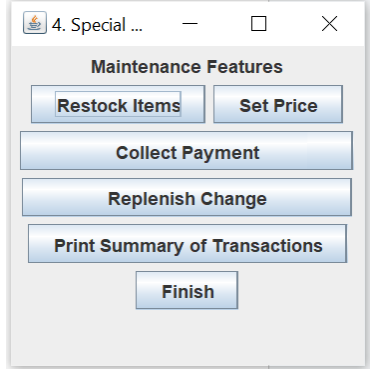
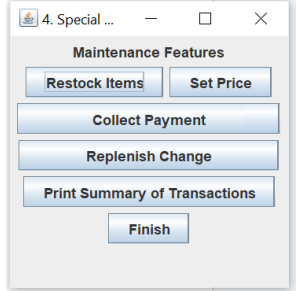
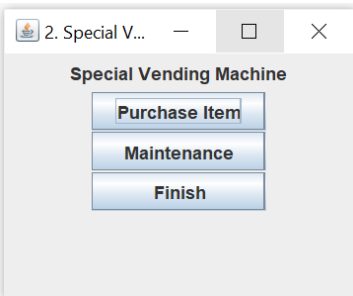
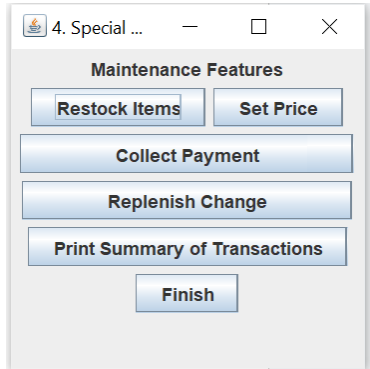
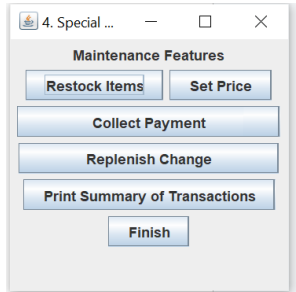
	2	An invalid value to be replenished is inputted.				P
	3	A value of 0 to be replenished is inputted.				P


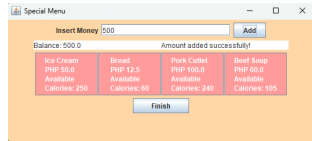


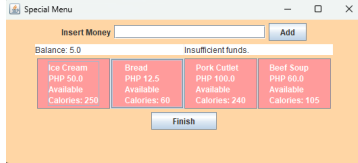

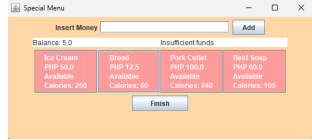
collectScreen()	1	No prior transactions have taken place.				P
	2	Prior transactions have taken place.				P

	3	The “Finish” button is selected.				P
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transaction Screen()	1	A restock has taken place prior to selecting this feature.				P
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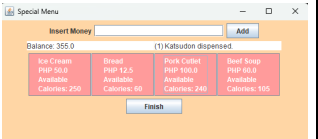
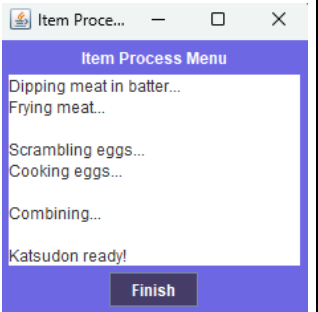
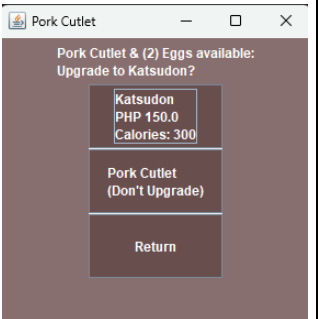
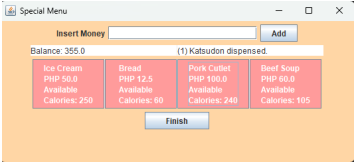
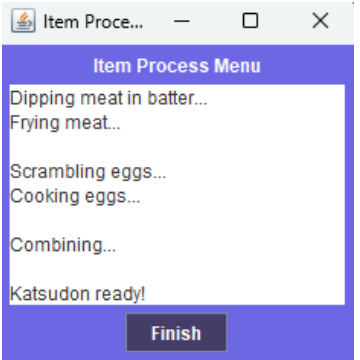
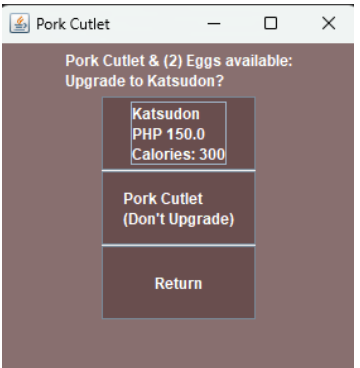
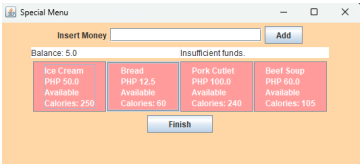
	2	No restock has taken place prior to selecting this feature.				P
	3	The "Finish" button is selected.				P

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

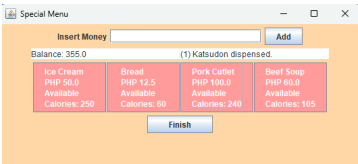
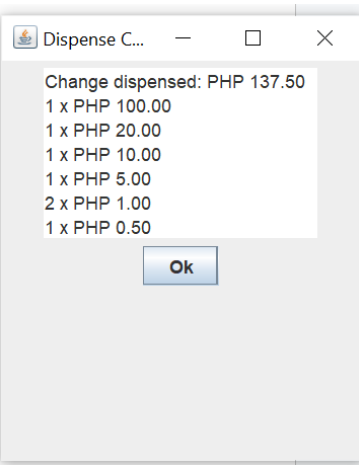
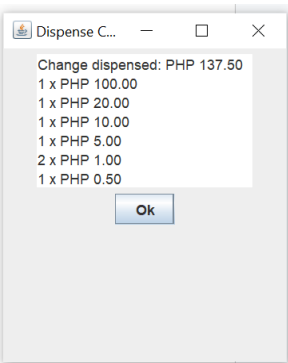
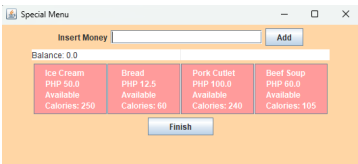
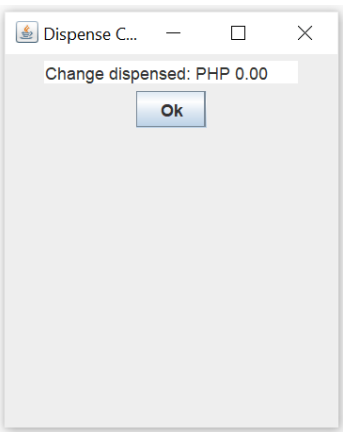
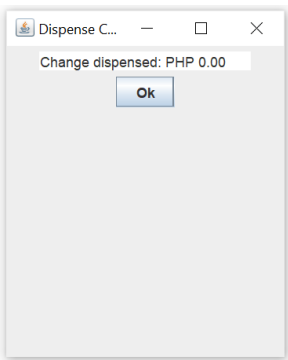
specialPaymentScreen() ()	1	The right denomination is added by the user.	500			P	
	2	An incorrect denomination is inputted by the user.	3			P	
	3	There is a lack of funds for purchase.					P

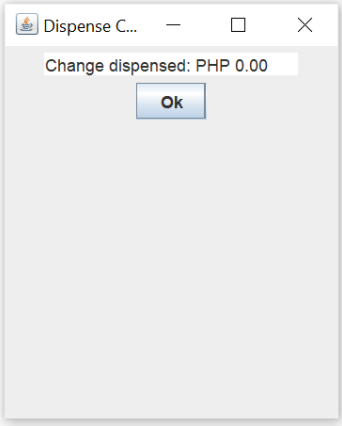
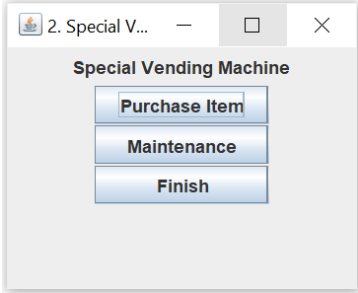
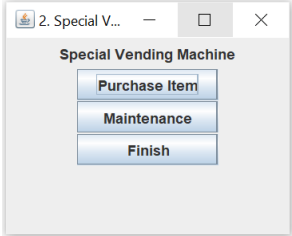
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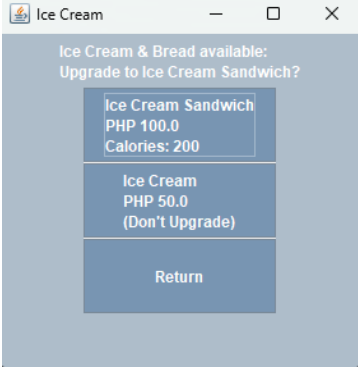
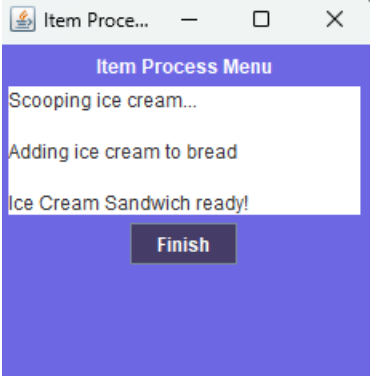
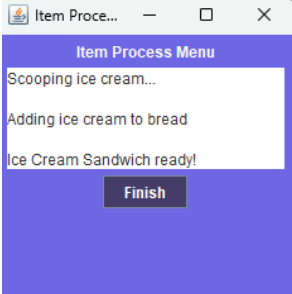
Successfully purchased an item.

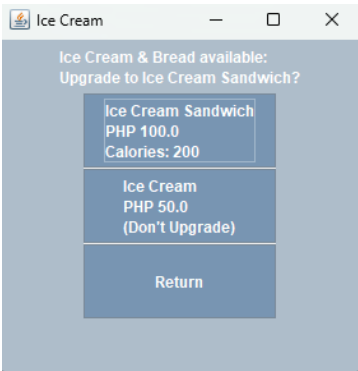
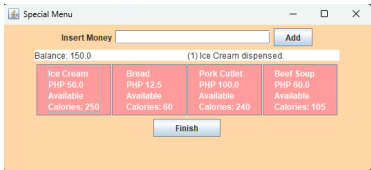
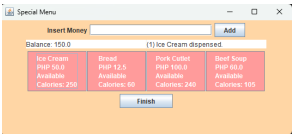
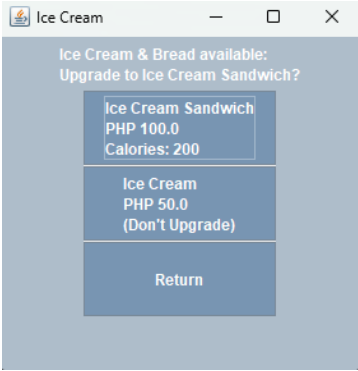

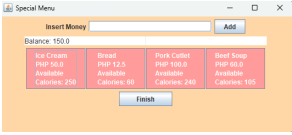


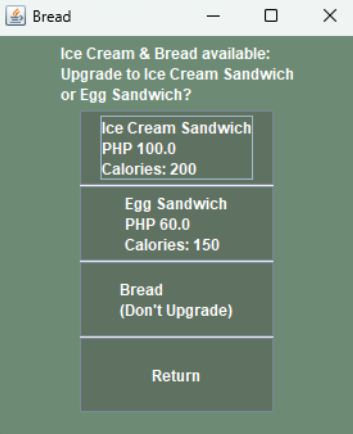
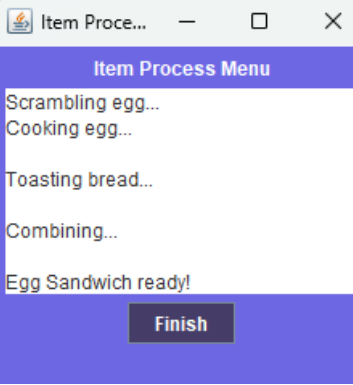
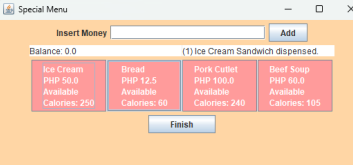
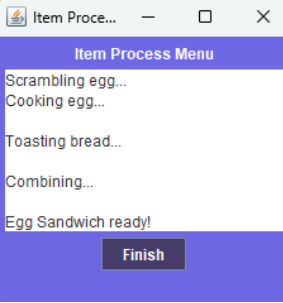

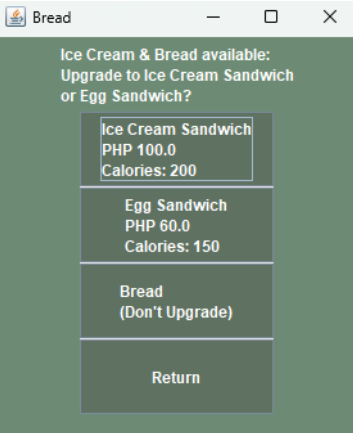
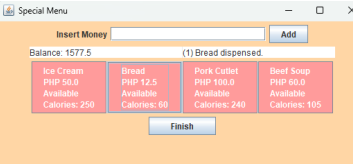
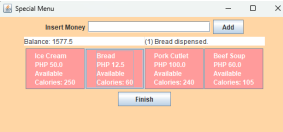
P


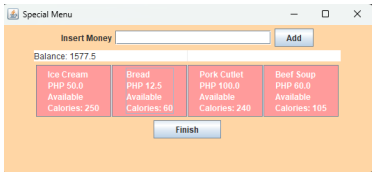

specialDisp enseChang eScreen()	1	Change is dispensed successfully.				P
	2	There is no change to be dispensed.				P

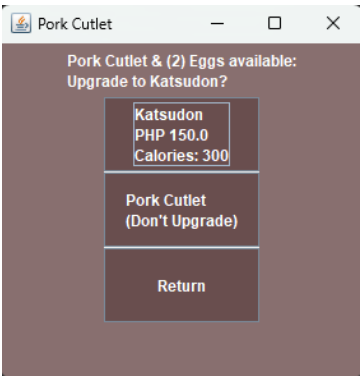
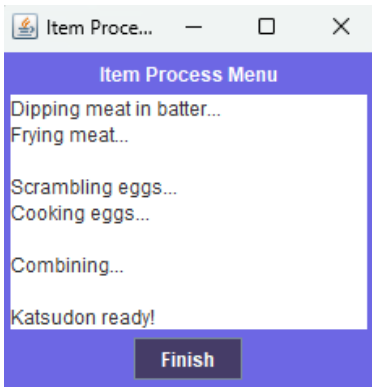
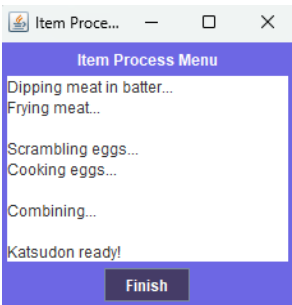
	3	The “Ok button is selected.				P
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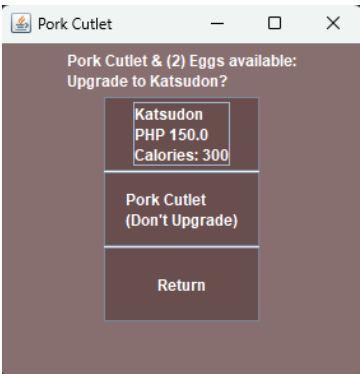
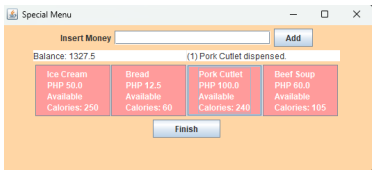

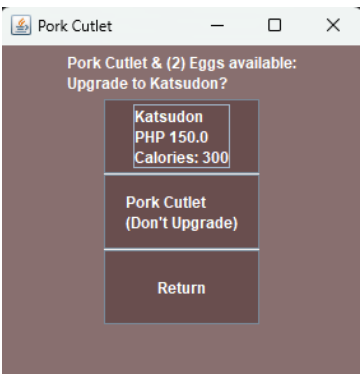
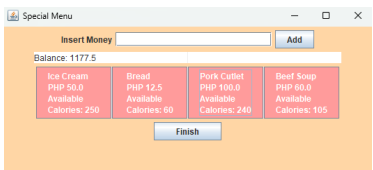

iceCreamScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.				P
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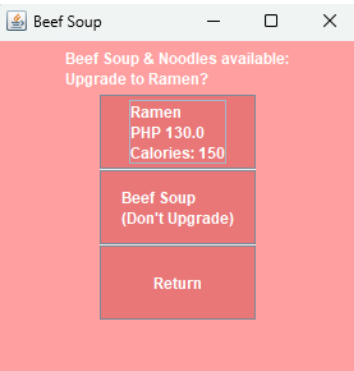
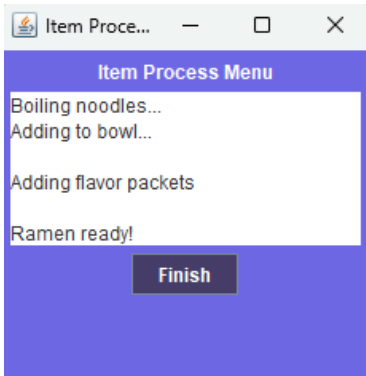

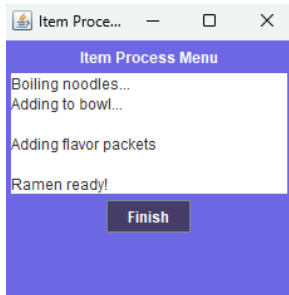

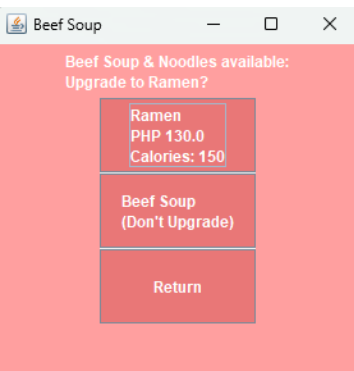


	2	User does not want to upgrade item.				P
	3	User wants to return to previous menu.				P

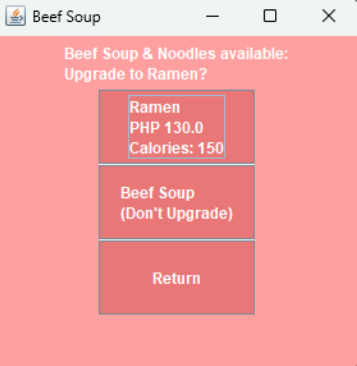
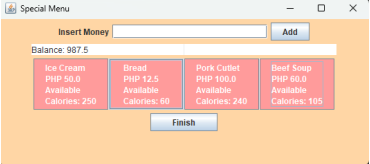
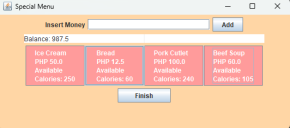
breadScreen n(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.		 	 	P
	2	User does not want to upgrade item.				P

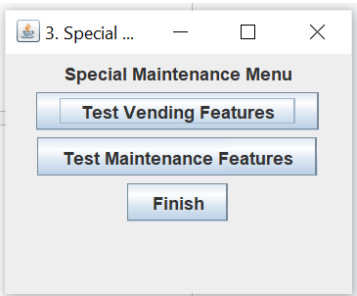
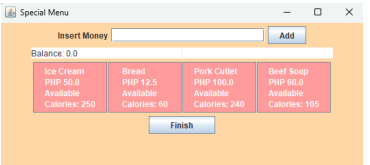
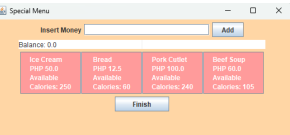
	3	User wants to return to previous menu.				P
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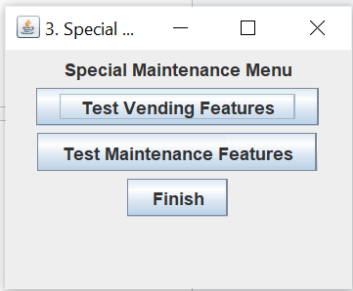
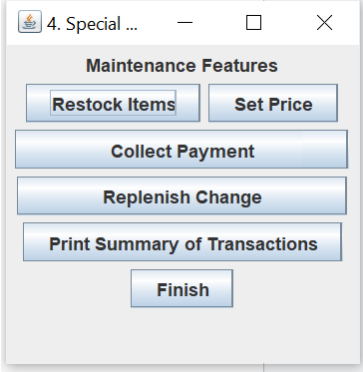
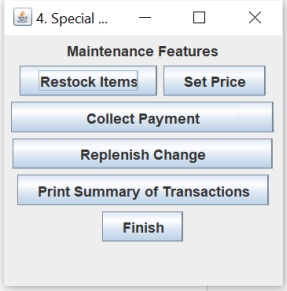
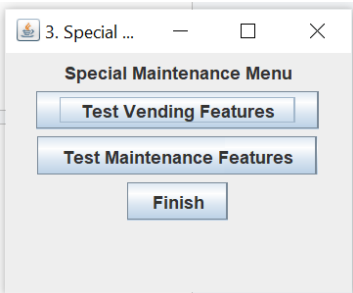
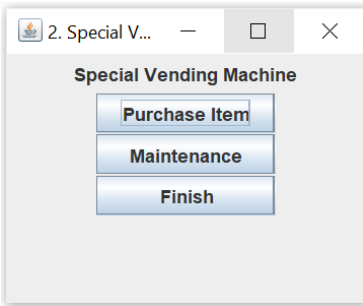
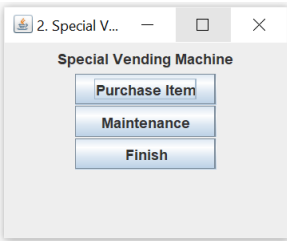
porkCutletScreen(Array List<Item> itemList)	1	User wants to upgrade previously selected item.				P
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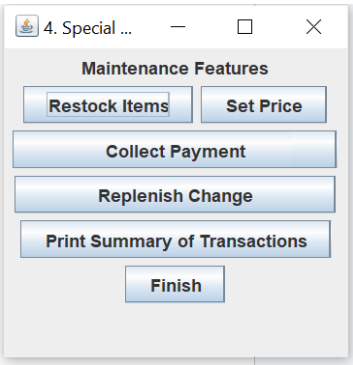
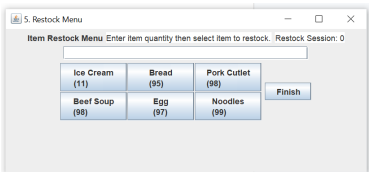

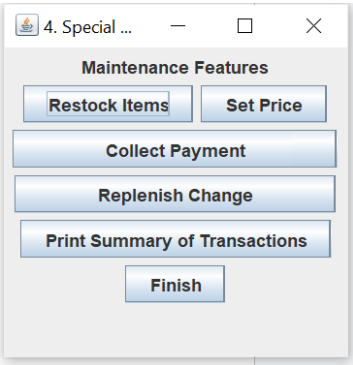
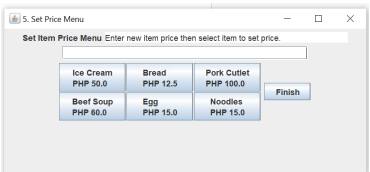
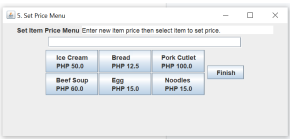
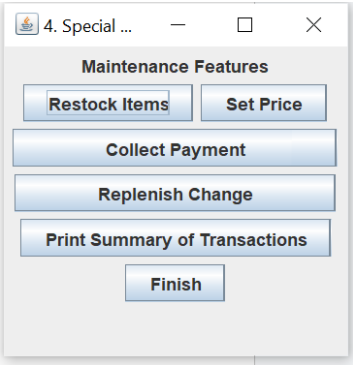
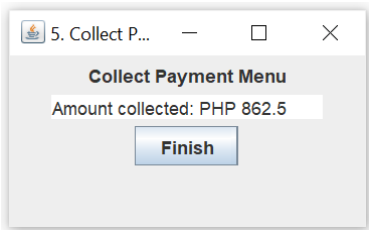
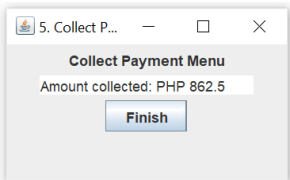
	2	User does not want to upgrade item.				P
	3	User wants to return to previous menu.				P

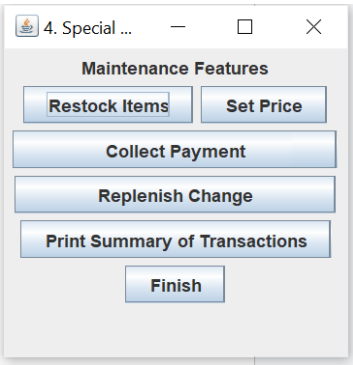
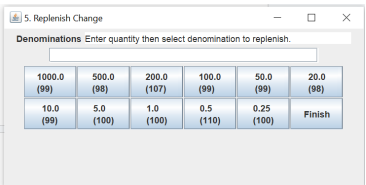
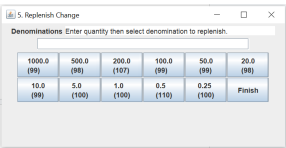
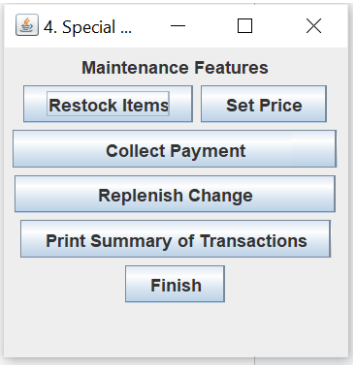
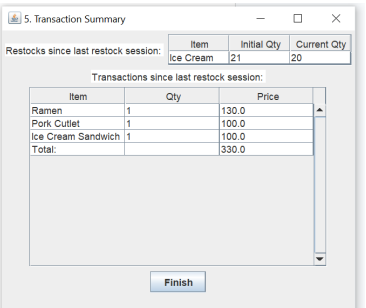
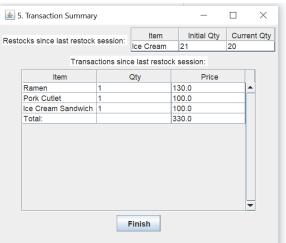
beefSoupScreen(ArrayList<Item> itemList)	1	User wants to upgrade previously selected item.	 <p>Beef Soup & Noodles available: Upgrade to Ramen?</p> <p>Ramen PHP 130.0 Calories: 150</p> <p>Beef Soup (Don't Upgrade)</p> <p>Return</p>	 <p>Item Process Menu</p> <p>Boiling noodles... Adding to bowl... Adding flavor packets Ramen ready!</p> <p>Finish</p>  <p>Special Menu</p> <p>Insert Money <input type="text"/> Add</p> <p>Balance: 1047.5 (1) Ramen dispensed</p> <p>Ice Cream PHP 50.0 Available Calories: 250 Bread PHP 12.5 Available Calories: 60 Pork Cutlet PHP 100.0 Available Calories: 240 Beef Soup PHP 60.0 Available Calories: 105</p> <p>Finish</p>	 <p>Item Process Menu</p> <p>Boiling noodles... Adding to bowl... Adding flavor packets Ramen ready!</p> <p>Finish</p>  <p>Special Menu</p> <p>Insert Money <input type="text"/> Add</p> <p>Balance: 1047.5 (1) Ramen dispensed</p> <p>Ice Cream PHP 50.0 Available Calories: 250 Bread PHP 12.5 Available Calories: 60 Pork Cutlet PHP 100.0 Available Calories: 240 Beef Soup PHP 60.0 Available Calories: 105</p> <p>Finish</p>	P
	2	User does not want to upgrade item.	 <p>Beef Soup & Noodles available: Upgrade to Ramen?</p> <p>Ramen PHP 130.0 Calories: 150</p> <p>Beef Soup (Don't Upgrade)</p> <p>Return</p>	 <p>Special Menu</p> <p>Insert Money <input type="text"/> Add</p> <p>Balance: 987.5 (1) Beef Soup dispensed</p> <p>Ice Cream PHP 50.0 Available Calories: 250 Bread PHP 12.5 Available Calories: 60 Pork Cutlet PHP 100.0 Available Calories: 240 Beef Soup PHP 60.0 Available Calories: 105</p> <p>Finish</p>	 <p>Special Menu</p> <p>Insert Money <input type="text"/> Add</p> <p>Balance: 987.5 (1) Beef Soup dispensed</p> <p>Ice Cream PHP 50.0 Available Calories: 250 Bread PHP 12.5 Available Calories: 60 Pork Cutlet PHP 100.0 Available Calories: 240 Beef Soup PHP 60.0 Available Calories: 105</p> <p>Finish</p>	P




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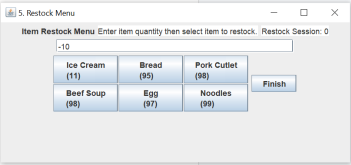
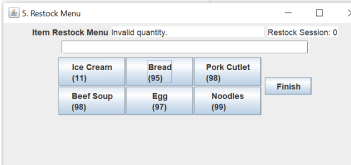
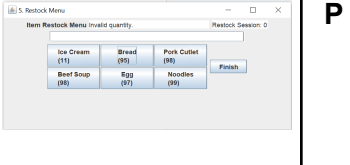
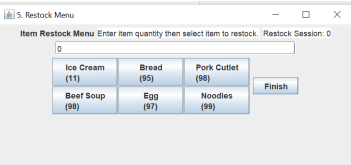
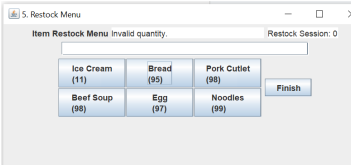
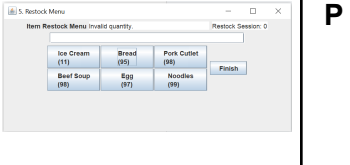
specialMain tenanceScr een()	1	The “Test Vending Features” button is selected.				P
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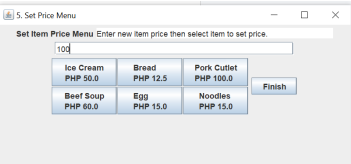

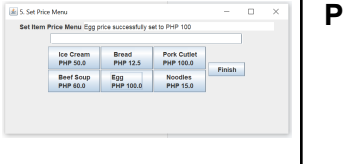
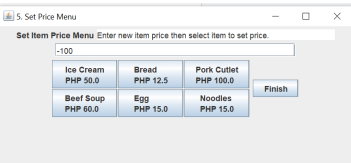
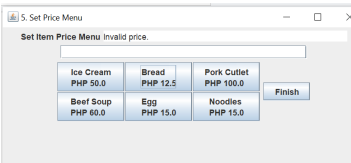
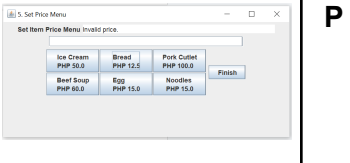
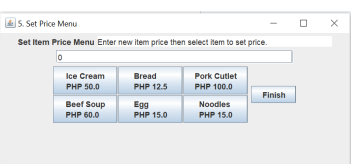
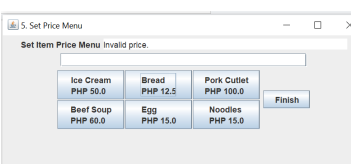
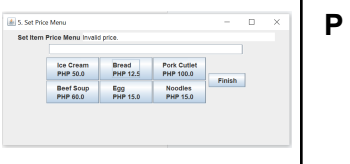
	2	The “Test Maintenance Features” button is selected.				P
	3	The “Finish” button is selected				P

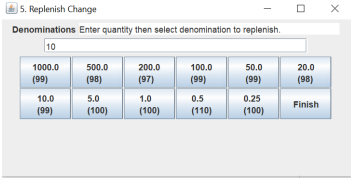
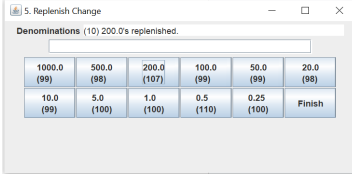
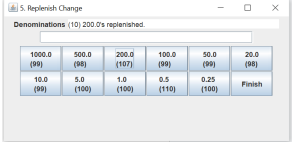
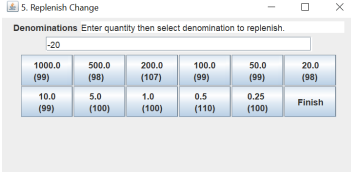
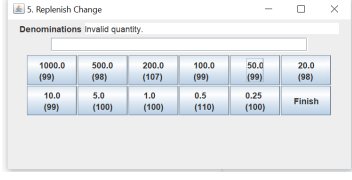
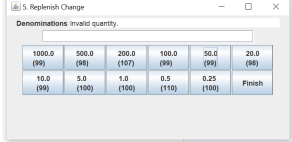
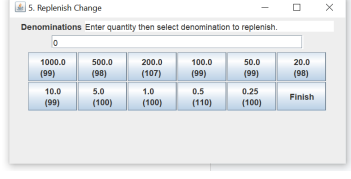
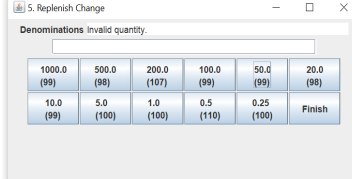
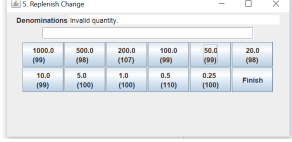
specialMain tenanceFea turesScreen ()	1	The “Restock Items” button is selected.				P
	2	The “Set Price” button is selected.				P
	3	The “Collect Payment” button is selected.				P

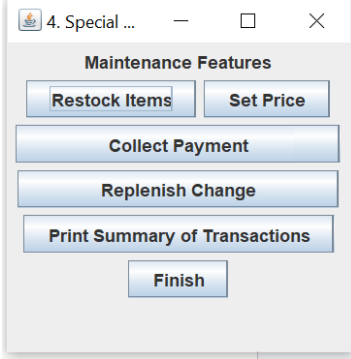
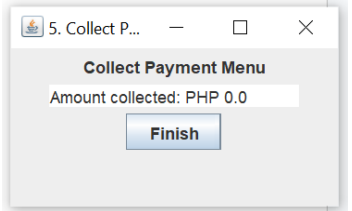
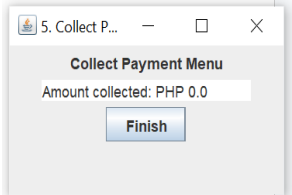
	4	The “Replenish Change” button is selected.				P
	5	The “Print Summary of Transactions” button is selected.				P


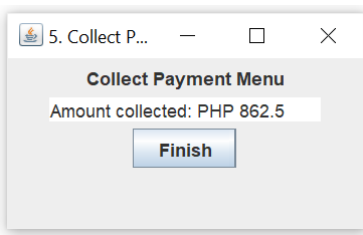
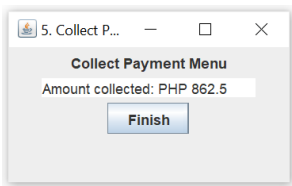
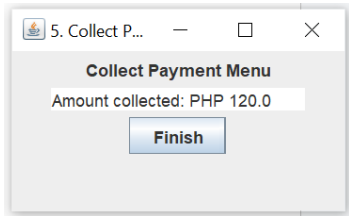
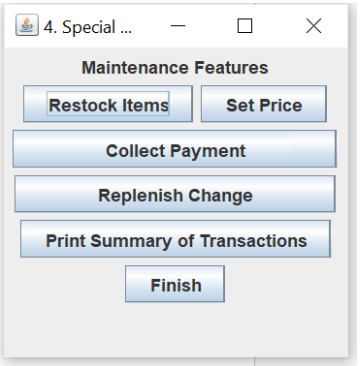
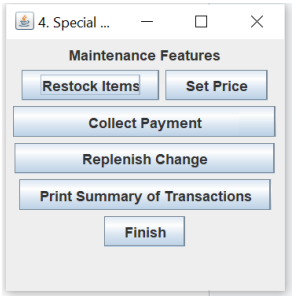
specialRestockScreen()	1	Successfully restock an item.				P
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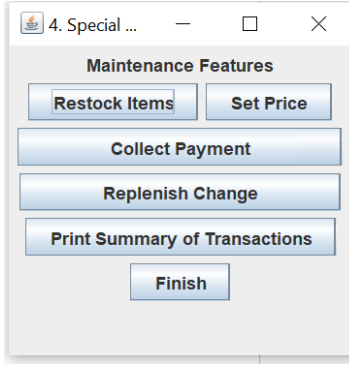
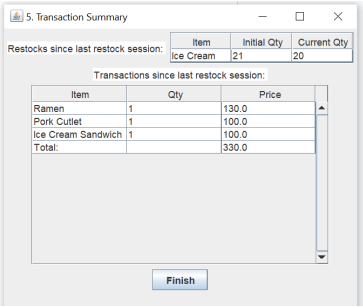
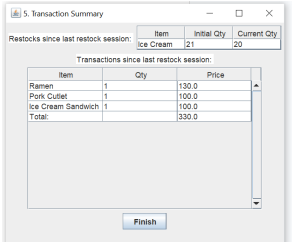
	2	An invalid number is inputted to restock an item.				P
	3	0 items are inputted to restock an item.				P

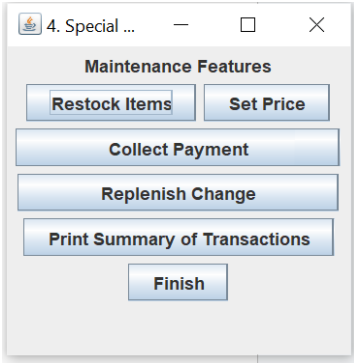
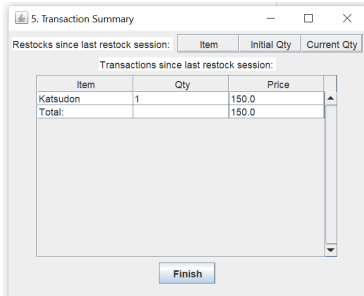
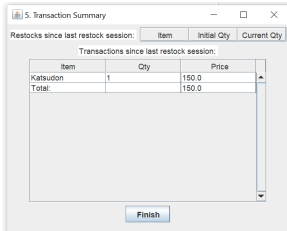
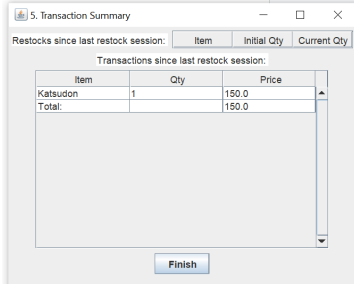
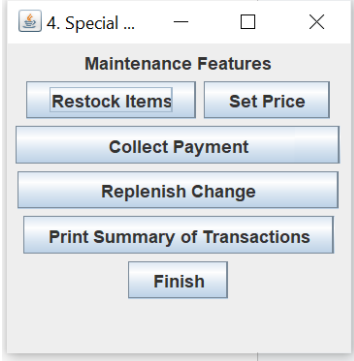
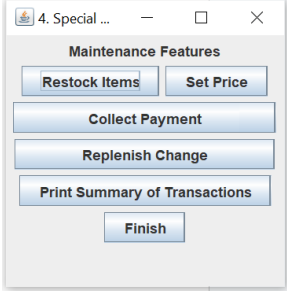
setSpecialP riceScreen()	1	Successfully set the price of an item.				P
	2	An invalid price is inputted.				P
	3	A price of 0 is inputted.				P

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