

| Source Requirement Document ID | Requirement Title | Requirement Description   | Test Case ID                 | Test Case Description   | Status  |
|--------------------------------|-------------------|---|------------------------------|---|---|
| UC1                            | Waiting State     | When the Coffee Maker is not in use it waits for user input. There are six different options of user input: 1) add recipe, 2) delete a recipe, 3) edit a recipe, 4) add inventory, 5) check inventory, and 6) purchase beverage.  | T24                          | T24: The default inventory must be ready for the customer   | T24: pass   |
| UC2                            | Add a Recipe      | Only three recipes may be added to the CoffeeMaker. A recipe consists of a name, price, units of coffee, units of milk, units of sugar, and units of chocolate. Each recipe name must be unique in the recipe list. Price must be handled as an integer. A status message is printed to specify if the recipe was successfully added or not. Upon completion, the CoffeeMaker is returned to the waiting state. | T12, T13, T14, T15, T16, T17 | <p>T12: The Recipe cannot be the same name in the recipe book.</p> <p>T13: The Recipe book cannot have more than three recipes.</p> <p>T14: The amount of ingredients and price must be an integer.</p> <p>T15: The amount of ingredients and price must be positive integer.</p> <p>T16: Check that cannot set the recipe in malformed.</p> <p>T17: Try to add normal recipe</p> | <p>T12: fail</p> <p>T13: fail</p> <p>T14: pass</p> <p>T15: pass</p> <p>T16: pass</p> <p>T17: pass</p> |

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| UC3 | Delete a Recipe | A recipe may be deleted from the CoffeeMaker if it exists in the list of recipes in the CoffeeMaker. The recipes are listed by their name. Upon completion, a status message is printed, and the Coffee Maker is returned to the waiting state.   | T18, T19,   | T18: When the recipe in the book it can delete.<br><br>T19: Try to delete the recipe when the recipe book is empty.   | T18: fail<br>T19: fail   |
| UC4 | Edit A Recipe   | A recipe may be edited in the CoffeeMaker if it exists in the list of recipes in the CoffeeMaker. The recipes are listed by their name. After selecting a recipe to edit, the user will then enter the new recipe information. A recipe name may not be changed. Upon completion, a status message is printed, and the Coffee Maker is returned to the waiting state. | T20, T21  | T20: When the recipe already in the book it can be edit.<br><br>T13: When the recipe book is empty, cannot edit the recipe.   | T20: fail<br>T21: pass   |
| UC5 | Add Inventory   | Inventory may be added to the machine at any time from the main menu and is added to the current inventory in the CoffeeMaker. The types of inventories in the CoffeeMaker are coffee, milk, sugar, and chocolate. The inventory is measured in integer units. Inventory may only be removed from the CoffeeMaker by purchasing a                                     | T1, T2, T3, T4, T5, T6, T7, T8, T9, T22, T23, T24, T25, T27, T29, T30, T31, T32, T33, T34, T35, T36 | T1: The inventory can add the ingredients when the ingredients in the well formed<br><br>T2 – T5: The ingredients cannot be negative value<br><br>T6 – T9: The ingredients cannot be string value | T1: fail<br>T2: pass<br>T3: pass<br>T4: fail<br>T5: pass<br>T6: pass<br>T7: pass<br>T8: pass<br>T9: pass |

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|     |                 | <p>beverage. Upon completion, a status message is printed, and the CoffeeMaker is returned to the waiting state.</p>   |               | <p>T22: The ingredients in the inventory must be increasing when add the inventory.</p> <p>T23: The inventory cannot add negative value</p> <p>T24: The default inventory must be ready for the customer</p> <p>T25: When the inventory is empty it cannot serve any menu to the customer.</p> <p>T27: When use the ingredients in the inventory the ingredients must be decrease.</p> <p>T29 – T32: The inventory cannot add string</p> <p>T33 – T36: The inventory cannot add negative value</p> | <p>T22: fail<br/>T23: pass<br/>T24: pass<br/>T25: pass</p> |
| UC6 | Check Inventory | <p>Inventory may be checked at any time from the main menu. The units of each item in the inventory are displayed. Upon completion, the Coffee Maker is returned to the waiting state.</p> | T11, T22, T28 | <p>T11: When check the inventory there must be set as default.</p> <p>T22: The ingredients in the inventory must be increasing when add the inventory</p>  | <p>T11: pass<br/>T22: fail<br/>T28: fail</p>               |

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|     |                   |   |                                   | T28: After adding ingredients to the inventory the amount of the ingredients must be increase.   |  |
| UC7 | Purchase Beverage | The user selects a beverage and inserts an amount of money. The money must be an integer. If the beverage is in the RecipeBook and the user paid enough money the beverage will be dispensed, and any change will be returned. The user will not be able to purchase a beverage if they do not deposit enough money into the CoffeeMaker. A user's money will be returned if there is not enough inventory to make the beverage. Upon completion, the Coffee Maker displays a message about the purchase status and is returned to the main menu. | T10, T26, T37, T38, T39, t40, T41 | <p>T10: Try to make coffee</p> <p>T26: cannot make the beverage if there is not enough ingredients</p> <p>T37: When the coffeemaker receives the negative money it must returns it.</p> <p>T38: When the coffeemaker receives the order that the recipe was not in the recipe book it must return the money back.</p> <p>T39: When the inventory is empty it cannot serve any order to the customer and return them the money.</p> <p>T40: When the inventory is not enough the coffee maker cannot serve any order to the customer and return them the money.</p> <p>T41: If the customer give not enough money they cannot buy the beverage.</p> | <p>T10: pass</p> <p>T26: pass</p> <p>T37: pass</p> <p>T38: pass</p> <p>T39: pass</p> <p>T40: pass</p> <p>T41: pass</p> |