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| **Testing** | **Evidence** |
| In version one I set up the program with a pre-made recipe so I could focus on getting the scale factor to work. The user inputs how many people the recipe should serve, then the program divides this by how many people it originally served to find the scale factor. This is what all the values in the amounts list will be multiplied by.  I used two basic scale factors to test that this was working – one third of the serves and double the serves. These both created the expected scale factor. |  |
| In version two I focused on the next component of the code – altering the amounts of each ingredient in the recipe using the scale factor. I looped through the amounts variable and multiplied each value in the list by the scale factor. This new value is appended to a list of all the new amounts. Then the new recipe is outputted, with each ingredient and its relevant unit and amount on one line. At this point, n/a still shows up.  To test this I used the one third and double scale factor again, because it is easy to see that the numbers are correct. |  |
| In version three I started to replace the hard-coded recipe with user input. For this version I was focusing on the ingredients and their units. I trialled using a menu-based input function, however I came across some issues with this:   * It is easy for the user to get mixed up when inputting, and put the units and ingredients out of order so they don’t correspond to each other. * My output method relies on ingredients, units, and amounts being the same length for everything to get outputted correctly. If ingredients is shorter, not everything will get printed. If it’s longer, an error message will show.   I decided that this was not the best way to get input from the user. |  |
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