**Acceptance Tests**

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| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
| addRecipe1 | Precondition: Run CoffeeMaker  Enter: Menu option 1, "Add a recipe " Name: Coffee Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0 Return to main menu. | Coffee successfully added. | **Coffee successfully added.** |
| deleteRecipe1 | Precondition: addRecipe1 has run successfully Enter: Menu option 2, "Delete a recipe " Select: Coffee Return to main menu. | Successfully deleted | **Successfully deleted.** |
| editRecipe1 | Precondition: addRecipe1 has run successfully  Enter: Menu option 3, "Edit a recipe " Select: Coffee  Price: 50 Coffee: 3 Milk: 1 Sugar: 1 Chocolate: 0  Return to main menu. | Coffee successfully added. | **Coffee successfully edited.** |
| addInventory1 | Precondition: Run CoffeeMaker  Enter: Menu option 4, "Add inventory" Coffee: 1 Milk: 1 Sugar: 1 Chocolate: 1 Return to main menu. | Inventory Message is displayed. | **Message displayed with current inventory** |
| checkInventory | Precondition: Run CoffeeMaker  Enter: Menu option 5, "Check inventory " Return to main menu. | Inventory Message is displayed. | **Message displayed with current inventory** |

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| **Test ID** | **Description** | **Expected Results** | **Actual Results** |
| purchaseBeverage1 | Precondition: addInventory1 has run succesfully Enter: Any valid recipe inventory Price: varies by recipe Return to main menu. | 1. If inventory stocked and enough money added, coffee is purchased and thank you message displayed 2. If inventory is too low, message is displayed and change returned 3. If not enough money inserted, message displayed and change returned | 1. **Thank you message displayed and coffee sold** 2. **Message displayed, and money returned** 3. **Message displayed, and money returned** |