Integration Tests

1. Test\_money\_and\_select
   1. This test checks the functionality of inserting money and then selecting a proper drink choice. It starts by inserting two $1 bills and checks to see the balance is equal to $2, then selects a drink that is $2.
   2. Passes
2. Test\_select\_and\_dispense
   1. This test checks the functionality of selecting a drink and having it dispense correctly. It starts by setting the balance of the vending machine to a specified amount and then selects a valid drink choice and ensures the state change works correctly. Then it dispenses that choice and ensures the count of the purchased item is equal to the original count - 1.
   2. Passes
3. Test\_dispense\_selection\_and\_dispense\_change
   1. This checks the functionality of dispensing a drink and dispensing the remaining change. It starts by selecting a drink, dispensing that drink after checking the correct state change is made, and dispensing the leftover change after checking the second state change.
   2. Fails. I believe this test fails because I don’t think the state change after dispensing the selection is correct. It should go to `State.CHANGE` if the balance is not 0.
4. Test\_start\_and\_insert\_money
   1. This checks the functionality of starting the vending machine and inserting money.
   2. Passes
5. Test\_start\_and\_restock
   1. This checks the functionality of starting the vending machine and starting the restock process.
   2. Passes
6. Test\_select\_and\_refund
   1. This checks the functionality of selecting a drink and then deciding the user does not want the drink and instead wants a refund.
   2. Passes