Unit Tests

1. Test\_insert\_single\_money
   1. This test tests whether the insertMoney correctly adds a singular money to a balance of 0.
   2. Passes
2. Test\_insert\_multiple\_monies
   1. This test tests whether the insertMoney correctly adds multiple monies to a balance of 0.
   2. Passes
3. Test\_dispense\_change
   1. This test tests whether the dispenseChange correctly dispenses the change and resets the balance to 0.
   2. Passes
4. Test\_exit\_status
   1. This test tests whether the vending machine enters the correct state when asked to exit.
   2. Passes
5. Test\_insert\_status
   1. This test tests whether the vending machine enters the correct state when inserting money.
   2. Passes
6. Test\_restock\_status
   1. This test tests whether the vending machine enters the correct state when restocking.
   2. Passes
7. Test\_selection\_refund
   1. This test tests whether the vending machine enters the correct state when asked for a refund of inserted monies.
   2. Passes
8. Test\_restock\_functionality
   1. This test tests whether the vending machine enters the correct state after restocking the inventory of the vending machine.
   2. Passes
9. Test\_display\_functionality\_in\_select
   1. This test tests whether the vending machine correctly calls the display method when asked to display in the select method.
   2. Passes
10. Test\_invalid\_selection\_in\_select\_catch
    1. This test tests whether the vending machine correctly handles the state change if there is an invalid input in the select method.
    2. Passes
11. Test\_invalid\_selection\_in\_select\_try
    1. This test tests whether the vending machine correctly handles the state change if there in an invalid input when selecting a drink.
    2. Passes
12. Test\_choice\_functionality\_in\_select
    1. This test tests whether the vending machine handles selecting a drink correctly.
    2. Passes
13. Test\_dispense\_selection\_exact\_change
    1. This test tests whether the vending machine can handle returning 0 change when the remaining balance after a purchase is 0.
    2. Passes
14. Test\_dispense\_selection\_with\_change
    1. This test tests whether the vending machine can handle returning the correct change when the remaining balance after a purchase is not 0.
    2. Passes