



Cucumber+

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Feature : Highlander

Rule : There can be only One

Example : Only One -- More than one alive

Given there are **3** ninjas

And there are more than one ninja alive

When **2** ninjas meet, they will fight

Then one ninja dies (but not me)

And there is one ninja less alive

Example : Only One -- One alive

Given there is only **1** ninja alive

Then he (or she) will live forever ;-)

Rule : There can be Two (in some cases)

Scenario Outline : A last example

Given there are **start** cucumbers

When I eat **eat** cucumbers

And a blog post named "**Random**" with Markdown body

```
Some Title, Eh?
```

```
=====
```

```
Here is the first paragraph of my blog  
post. Lorem ipsum dolor sit amet,  
consectetur adipiscing elit.
```

Then I should have **left** cucumbers

Examples :

start	eat	left
12	5	7
20	5	15

Feature : Cocktail Ordering

As Romeo, I want to offer a drink to Juliette so that we can discuss together (and maybe more).

Scenario : Creating an empty order

Given Romeo who wants to buy a drink

When an order is declared for Juliette

Then there is **0** cocktails in the order

Scenario Outline : Sending a message with an order

When an order is declared for **to**

And a message saying "**message**" is added

Then the ticket must say "**expected**"

Examples :

to	message	expected
Juliette	Wanna chat?	From Romeo to Juliette: Wanna chat?
Jerry	Hei!	From Romeo to Jerry: Hei!

Scenario : Offering a mojito to Juliette

When a mocked menu is used

And the mock binds # 42 to mojito

And a cocktail # 42 is added to the order

Then there is 1 cocktails in the order

And the order contains a mojito

Scenario : Paying the mojito offered to Juliette

When a mocked menu is used

And the mock binds # 42 to \$ 10

And a cocktail # 42 is added to the order

And Romeo pays his order

Then the payment component must be invoked 1 time for \$ 10

Scenario : Not paying the empty bill

When Romeo pays his order

Then the payment component must be invoked 0 time for \$ 0