Cucumber Report

Feb 19, 2022, 12:12:43 AM

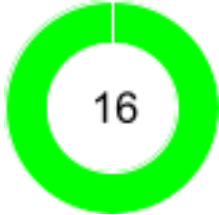| Start : Feb 19, 12:09:44.263 AM	End : Feb 19, 12:12:11.989 AM	Duration : 2 m 27.726 s
Features	Scenarios	Steps
PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 16 FAILED - 0 SKIPPED - 0

#	Feature Name	T	P	F	S	Duration
1	FIXED ASSETS	1	1	0	0	2 m 27.726 s
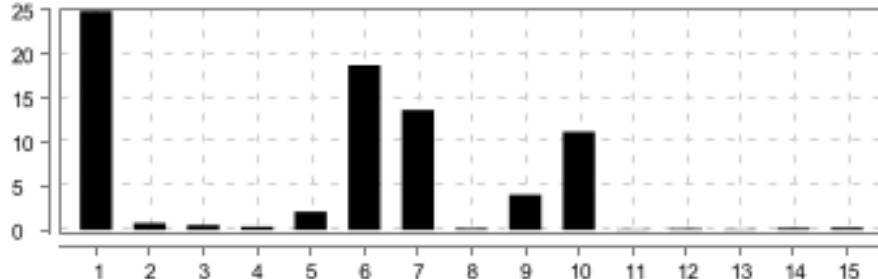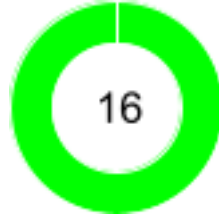
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	FIXED ASSETS	Asset Creation	16	16	0	0	2 m 27.714 s
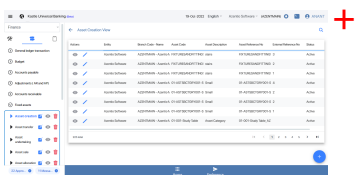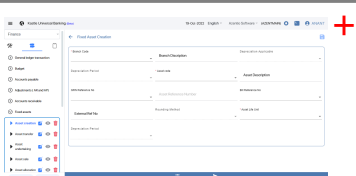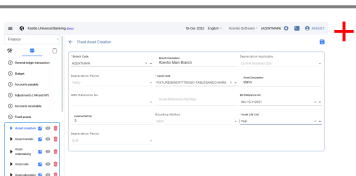
(F)- FIXED ASSETS
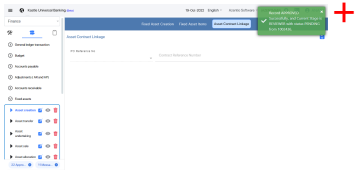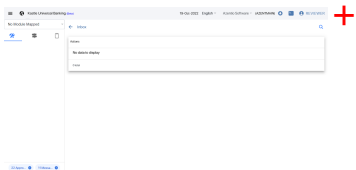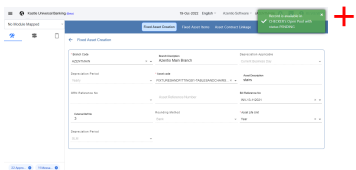
PASSED	DURATION - 2 m 27.726 s	Scenarios		Steps	
	/ 12:09:44.263 AM // 12:12:11.989 AM /	Total - 1 Pass - 1 Fail - 0 Skip - 0	1	Total - 16 Pass - 16 Fail - 0 Skip - 0	16
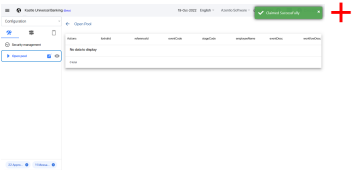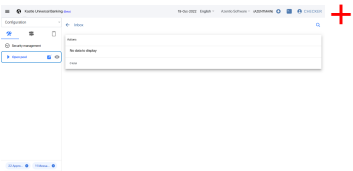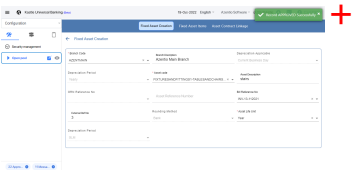
(S)- Asset Creation

PASSED	DURATION - 2 m 27.714 s		Steps	
	/ 12:09:44.275 AM // 12:12:11.989 AM / FIXED ASSETS @KUBS_FAT_UAT_005_Creation		Total - 16 Pass - 16 Fail - 0 Skip - 0	16

#	Step / Hook Details	Status	Duration
1	Given User should go to the kubs url and login as a maker user	PASSED	24.893 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	1.050 s
	screenshot		
2	And user should navigate to fixed asset menu	PASSED	0.773 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.294 s
	screenshot		

#	Step / Hook Details	Status	Duration
3	When click on eye button of asset creation	PASSED	0.578 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.820 s
4	And click on add button to create asset record	PASSED	0.367 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.514 s
5	And Fill the required fields to create asset	PASSED	2.077 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.219 s
6	Then Save and submit the asset creation record	PASSED	18.717 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot	PASSED	0.290 s

#	Step / Hook Details	Status	Duration
7	And User should go to the kubs url and login as a reviewer user	PASSED	13.637 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.106 s
	screenshot 		
8	Then Click on notification button in reviewer	PASSED	0.204 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.485 s
	screenshot 		
9	And approve the record by reviewer user	PASSED	4.007 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.322 s
	screenshot 		
10	Given User should go to the kubs url and login as a checker user	PASSED	11.160 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.122 s
	screenshot		

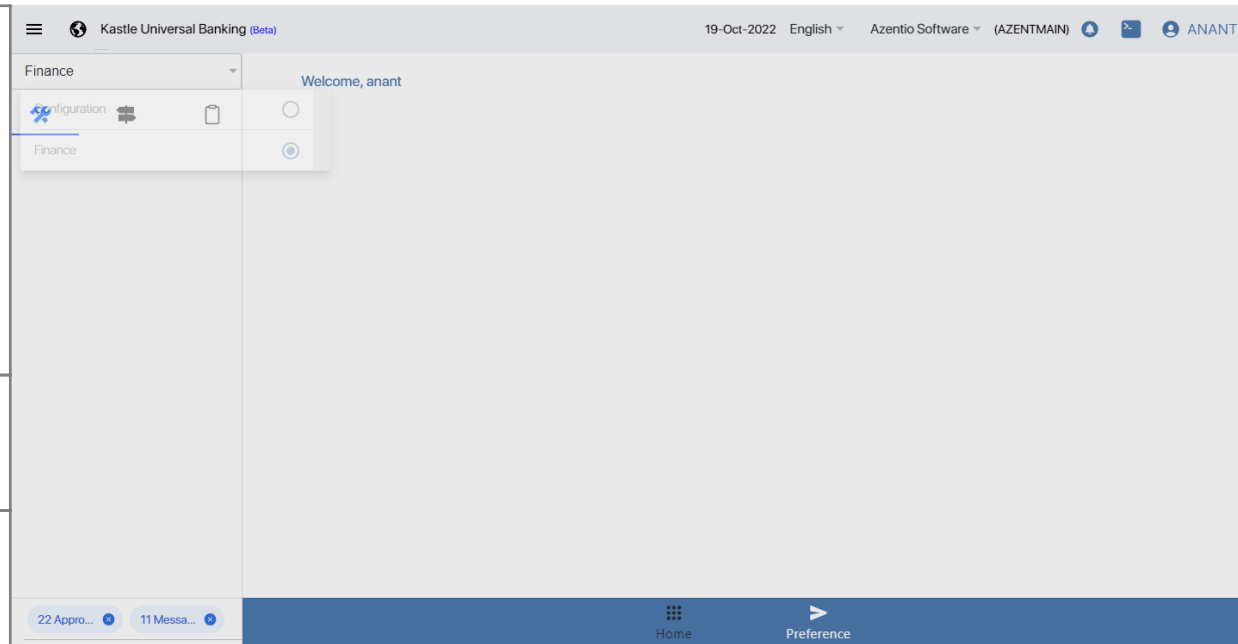| #	Step / Hook Details	Status	Duration
11	And Click on security management in checker	PASSED	0.092 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.226 s
	screenshot		
12	Then Click on open pool in checker	PASSED	0.163 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.435 s
	screenshot		
13	And Click on claim button in checker	PASSED	0.062 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.343 s
	screenshot		
14	And capture claimed status	PASSED	0.237 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.161 s
	screenshot		

#	Step / Hook Details	Status	Duration
	+		
15	Then click on notification in checker	PASSED	0.257 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.488 s
	screenshot +		
16	Then checker should approved the asset creation record	PASSED	5.436 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.267 s
	screenshot +		

(Step) AFTER_STEP - stepdefinitions. HooksClass.addScreenshot(io.cucumber. java.Scenario)	
(S) Asset Creation	
(F) FIXED ASSETS	

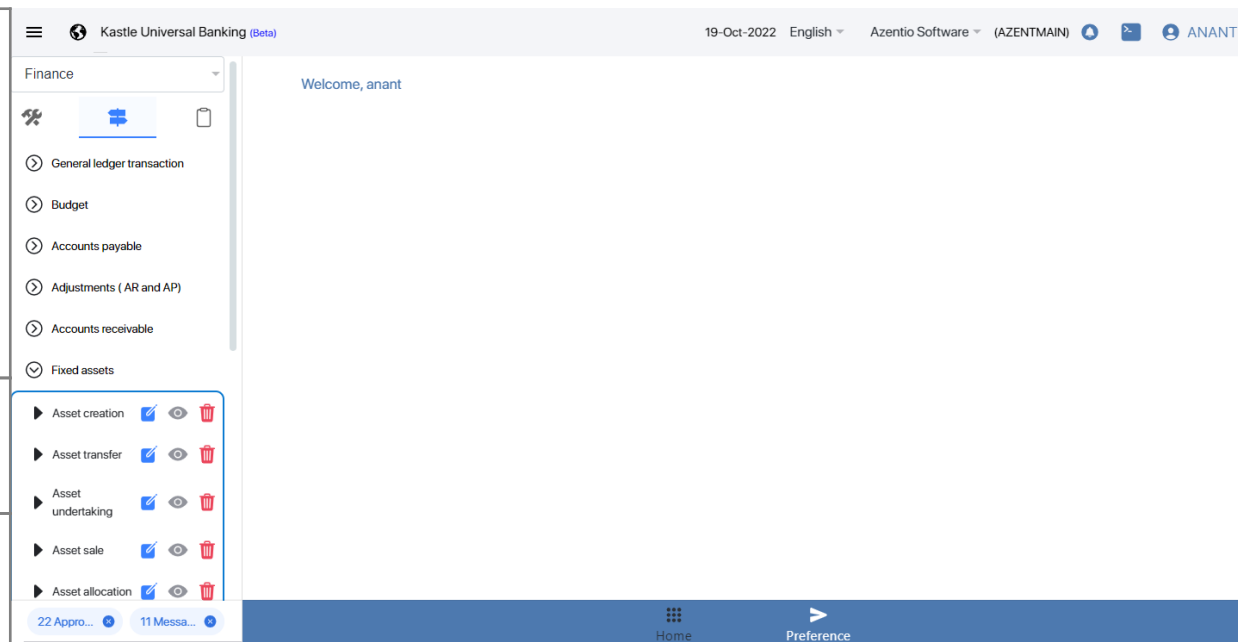| (Step) AFTER_STEP - stepdefinitions. HooksClass.addScreenshot(io.cucumber. java.Scenario)	
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(S) Asset Creation

(F) FIXED ASSETS

| | | Kastle Universal Banking (Beta) | | 19-Oct-2022 English Azentio Software (AZENTMAIN) | | ANANT |

| Finance | | |

← Asset Creation View 🔍

Actions	Entity	Branch Code - Name	Asset Code	Asset Description	Asset Reference No	External Reference No	Status
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	FIXTURESANDFITTING!	stairs		FIXTURESANDFITTING! 3	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	FIXTURESANDFITTING!	stairs		FIXTURESANDFITTING! 2	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	FIXTURESANDFITTING!	stairs		FIXTURESANDFITTING! 1	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	01-ASTSBCTGRY001-S	Small		01-ASTSBCTGRY001-S 4	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	01-ASTSBCTGRY001-S	Small		01-ASTSBCTGRY001-S 2	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	01-ASTSBCTGRY001-S	Small		01-ASTSBCTGRY001-S 2	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	01-ASTSBCTGRY001-S	Small		01-ASTSBCTGRY001-S 1	Active
👁 ✏	Azentio Software	AZENTMAIN - Azentio M	01-001-Study Table	Asset Category		01-001-Study Table_AZ	Active

225 total |◄ ◄ 1 2 3 4 5 ► ►|

General ledger transaction
Budget
Accounts payable
Adjustments (AR and AP)
Accounts receivable
Fixed assets

Asset creation
Asset transfer
Asset undertaking
Asset sale
Asset allocation

22 Appro...   11 Messa...

Home   Preference

(Step) AFTER_STEP - stepdefinitions.
HooksClass.addScreenshot(io.cucumber.
java.Scenario)

(S) Asset Creation

(F) FIXED ASSETS

| | | Kastle Universal Banking (Beta) | | 19-Oct-2022 English Azentio Software (AZENTMAIN) | | ANANT |

| Finance | | |

← Fixed Asset Creation

* Branch Code   Branch Discription   Depreciation Applicable

Depreciation Period   * Asset code   Asset Description

GRN Reference No   Asset Reference Number   Bill Reference No

External Ref No   Rounding Method   * Asset Life Unit

Depreciation Period

General ledger transaction
Budget
Accounts payable
Adjustments (AR and AP)
Accounts receivable
Fixed assets

Asset creation
Asset transfer
Asset undertaking
Asset sale
Asset allocation

22 Appro...   11 Messa...

Home   Preference

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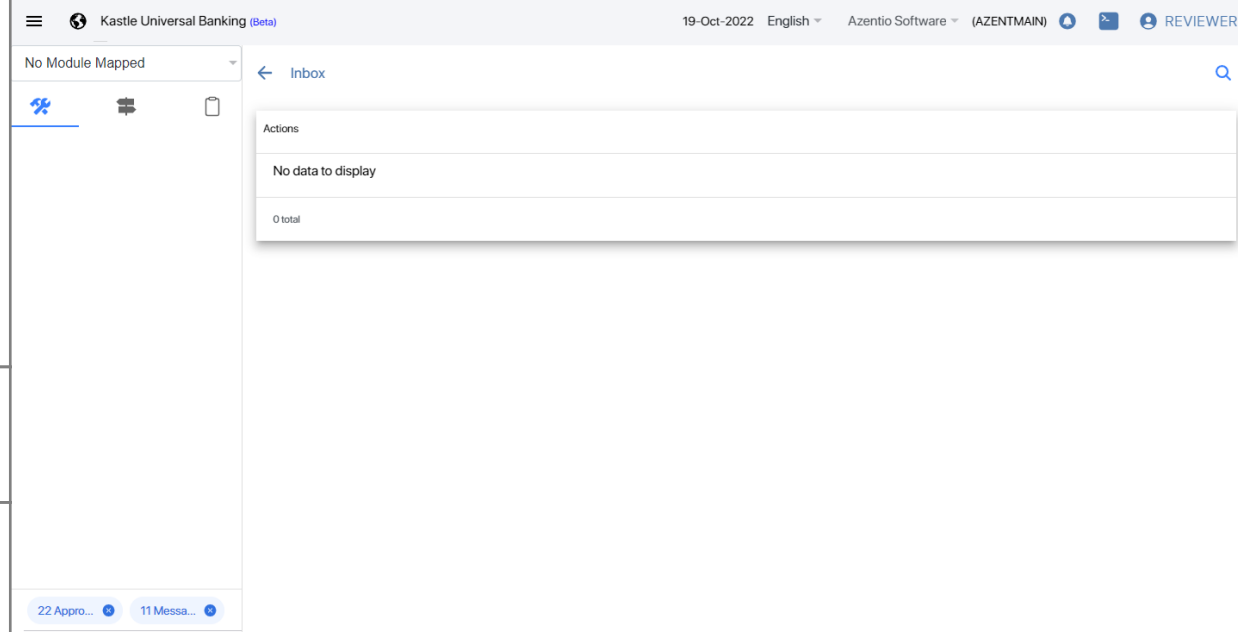java.Scenario)

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(F) FIXED ASSETS

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