Cucumber Report

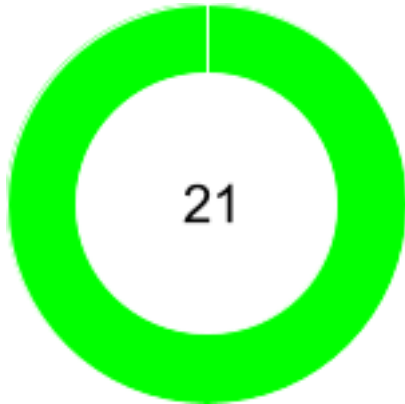| *Start : Feb 18, 9:08:54.366 PM*	*End : Feb 18, 9:11:17.439 PM*	*Duration : 2 m 23.073 s*
Features	Scenarios	Steps
PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 21 FAILED - 0 SKIPPED - 0

#	Feature Name	T	P	F	S	Duration
1	*FIXED ASSETS*	1	1	0	0	2 m 23.073 s
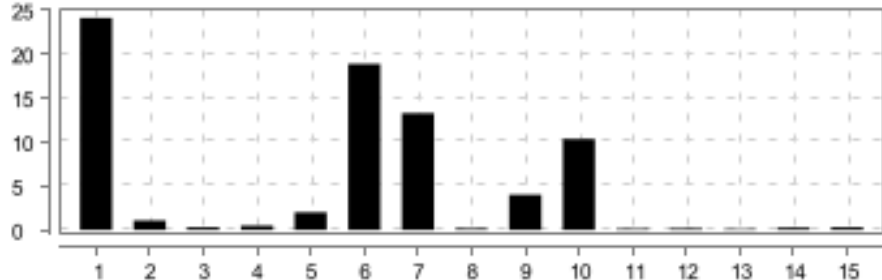
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	FIXED ASSETS	Asset Creation	21	21	0	0	2 m 23.058 s
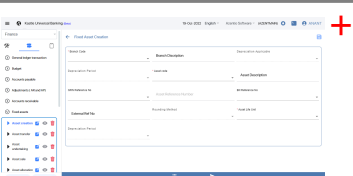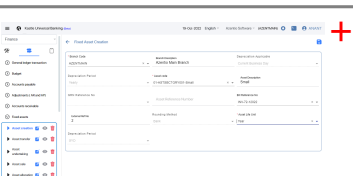
(F)- FIXED ASSETS
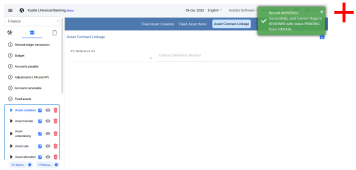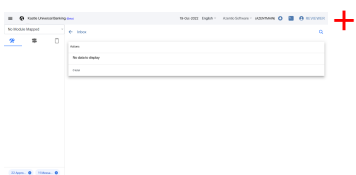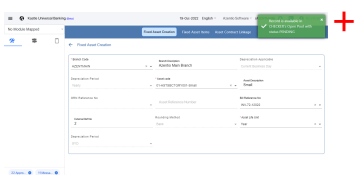
PASSED	DURATION - 2 m 23.073 s	Scenarios		Steps	
/ 9:08:54.366 PM // 9:11:17.439 PM /		Total - 1	1	Total - 21	21
		Pass - 1		Pass - 21	
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	
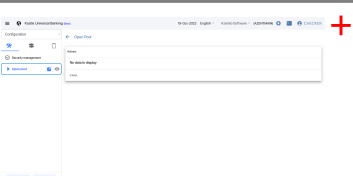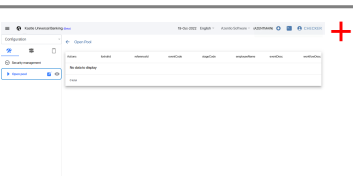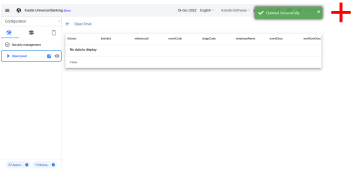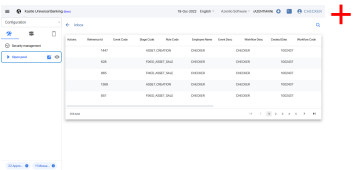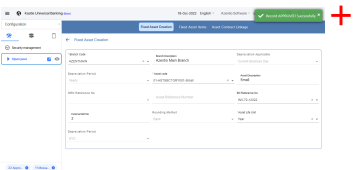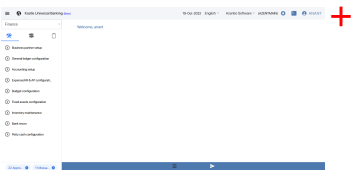
(S)- Asset Creation

PASSED	DURATION - 2 m 23.058 s		Steps	
/ 9:08:54.381 PM // 9:11:17.439 PM /			Total - 21	21
FIXED ASSETS			Pass - 21	
@KUBS_FAT_UAT_005_Creation			Fail - 0	
			Skip - 0	

#	Step / Hook Details	Status	Duration
1	Given User should go to the kubs url and login as a maker user	PASSED	24.119 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	1.027 s
	screenshot		
2	And user should navigate to fixed asset menu	PASSED	1.083 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.254 s
	screenshot		

#	Step / Hook Details	Status	Duration
3	When click on eye button of asset creation	PASSED	0.310 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.895 s
	screenshot		
4	And click on add button to create asset record	PASSED	0.498 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.437 s
	screenshot		
5	And Fill the required fields to create asset	PASSED	2.021 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.223 s
	screenshot		
6	Then Save and submit the asset creation record	PASSED	18.878 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.176 s
	screenshot		

#	Step / Hook Details	Status	Duration
7	And User should go to the kubs url and login as a reviewer user	PASSED	13.267 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.364 s
	screenshot		
8	Then Click on notification button in reviewer	PASSED	0.189 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	3.030 s
	screenshot		
9	And approve the record by reviewer user	PASSED	4.017 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.307 s
	screenshot		
10	Given User should go to the kubs url and login as a checker user	PASSED	10.357 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.141 s
	screenshot		

#	Step / Hook Details	Status	Duration
11	And Click on security management in checker	PASSED	0.142 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.391 s
	screenshot		
12	Then Click on open pool in checker	PASSED	0.199 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.544 s
	screenshot		
13	And Click on claim button in checker	PASSED	0.118 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.254 s
	screenshot		
14	And capture claimed status	PASSED	0.275 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.159 s
	screenshot		

#	Step / Hook Details	Status	Duration
15	Then click on notification in checker	PASSED	0.289 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.538 s
	screenshot		
16	Then checker should approved the asset creation record	PASSED	5.647 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.163 s
	screenshot		
17	Given User should go to the kubs url and login as a maker user	PASSED	12.816 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.663 s
	screenshot		
18	And user should navigate to fixed asset menu	PASSED	0.637 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.293 s
	screenshot		

#	Step / Hook Details	Status	Duration
19	When click on eye button of asset creation	PASSED	0.223 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot	PASSED	0.436 s
20	Then click on first eye button to get the Asset Reference Number	PASSED	2.211 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot	PASSED	0.217 s
21	And maker should logout	PASSED	0.383 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot	PASSED	0.567 s

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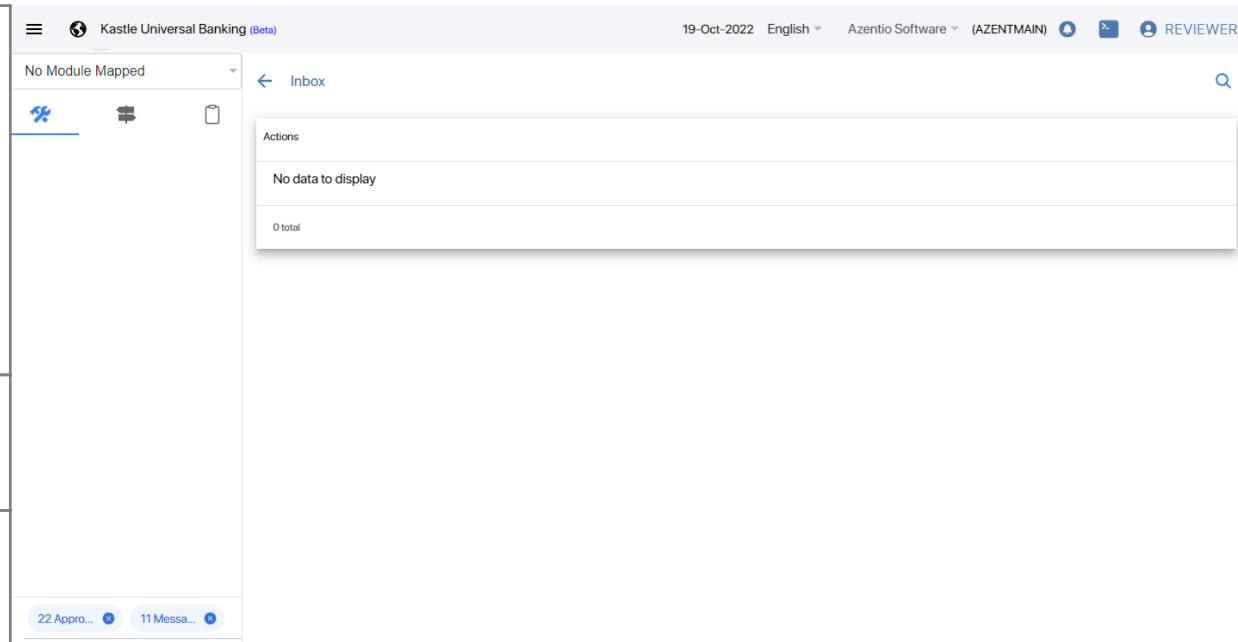java.Scenario)

(S) Asset Creation

(F) FIXED ASSETS

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

(S) Asset Creation

(F) FIXED ASSETS

(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)

(S) Asset Creation

(F) FIXED ASSETS

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

(S) Asset Creation

(F) FIXED ASSETS

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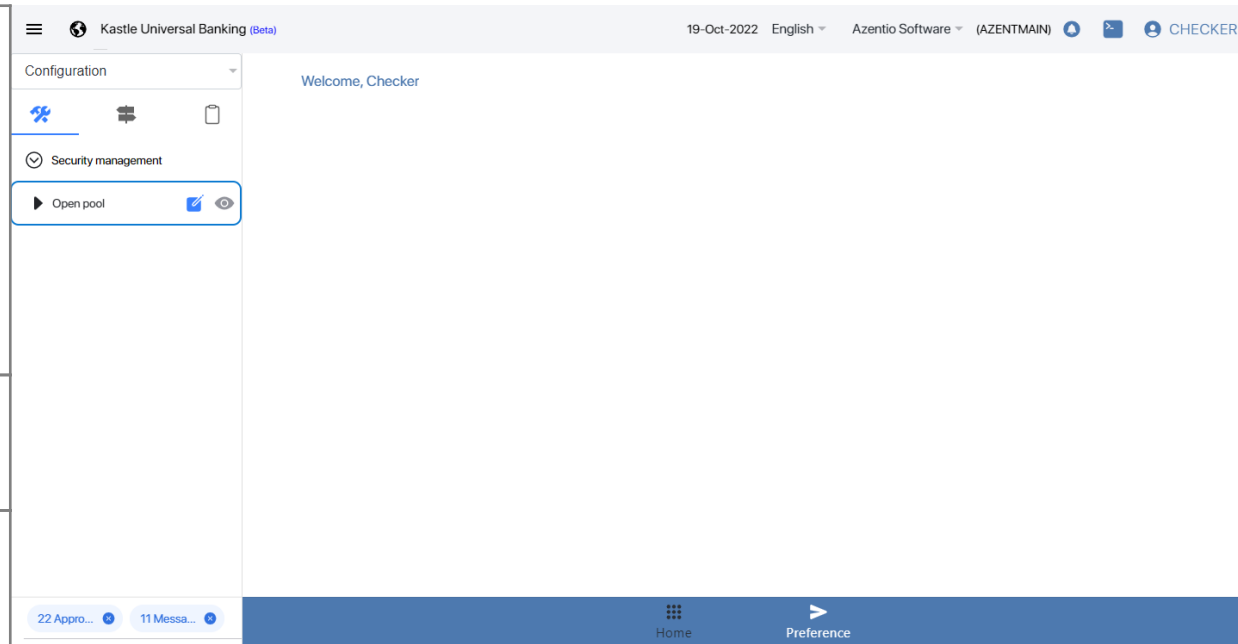HooksClass.addScreenshot(io.cucumber.
java.Scenario)

(S) Asset Creation

(F) FIXED ASSETS

(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)

(S) Asset Creation

(F) FIXED ASSETS

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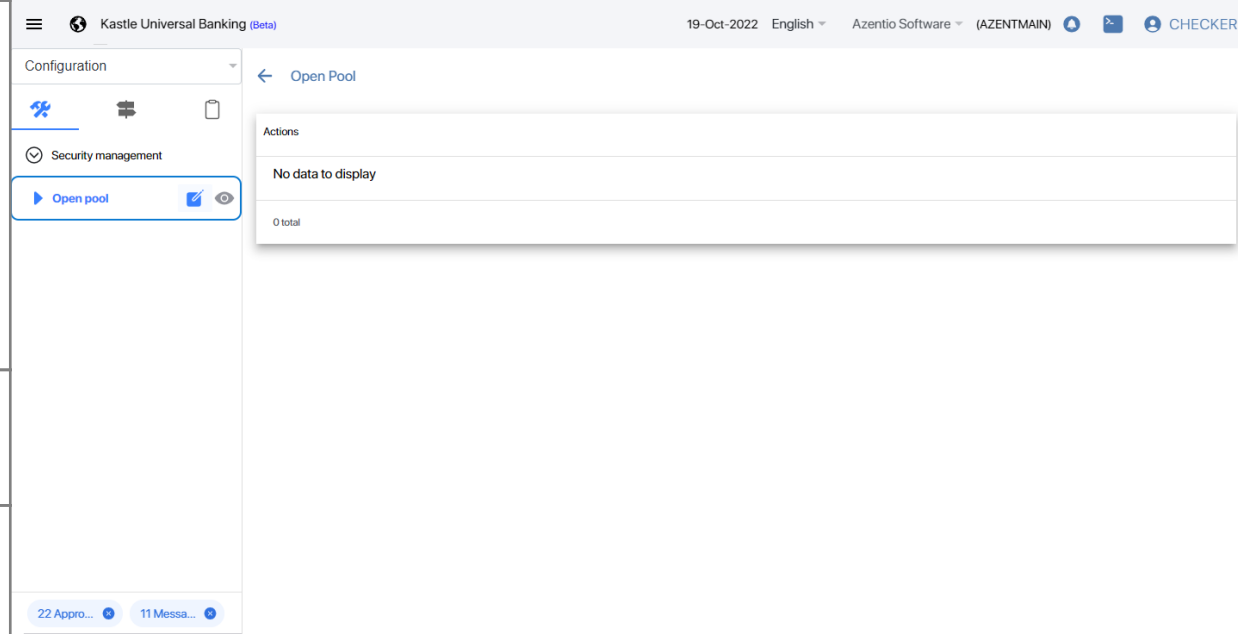
(S) Asset Creation

(F) FIXED ASSETS

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

(S) Asset Creation

(F) FIXED ASSETS

(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)	
(S) Asset Creation	
(F) FIXED ASSETS	

(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)

(S) Asset Creation

(F) FIXED ASSETS

(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) | 🔔 | ⌨ | 👤 CHECKER |

Configuration ⌄

Security management

▶ Open pool ✎ 👁

← Inbox 🔍

Actions	Reference Id	Event Code	Stage Code	Role Code	Employee Name	Event Desc	Workflow Desc	Created Date	Workflow Code
	1447		ASSET_CREATION		CHECKER		CHECKER		1002437
	628		FIXED_ASSET_SALE		CHECKER		CHECKER		1002437
	865		FIXED_ASSET_SALE		CHECKER		CHECKER		1002437
	1369		ASSET_CREATION		CHECKER		CHECKER		1002437
	857		FIXED_ASSET_SALE		CHECKER		CHECKER		1002437

256 total |◀ ◀ **1** 2 3 4 5 ▶ ▶|

22 Appro... ⊗   11 Messa... ⊗

(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 ⌄ | ✔ Record APPROVED Successfully ✕ |

Configuration ⌄

Security management

▶ Open pool ✎ 👁

[Fixed Asset Creation] Fixed Asset Items Asset Contract Linkage

← Fixed Asset Creation

* Branch Code
AZENTMAIN ✕ ⌄

Branch Discription
Azentio Main Branch

Depreciation Applicable
Current Business Day ⌄

Depreciation Period
Yearly ⌄

* Asset code
01-ASTSBCTGRY001-Small ✕ ⌄

Asset Description
Small

GRN Reference No
⌄

Asset Reference Number

Bill Reference No
INV-72-12022 ✕ ⌄

External Ref No
2

Rounding Method
Bank ⌄

* Asset Life Unit
Year ✕ ⌄

Depreciation Period
SYD ⌄

22 Appro... ⊗   11 Messa... ⊗

(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)	
(S) Asset Creation	
(F) FIXED ASSETS	

(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)

(S) Asset Creation

(F) FIXED ASSETS

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

(S) Asset Creation

(F) FIXED ASSETS