

# Cucumber Report

14-Dec-2022, 10:04:01 am

**Start : Dec 14, 10:03:00.385 am**

**End : Dec 14, 10:03:58.847 am**

**Duration : 58.462 s**

*Features*

*Scenarios*

*Steps*

**PASSED - 0**

**FAILED - 1**

**SKIPPED - 0**

**PASSED - 0**

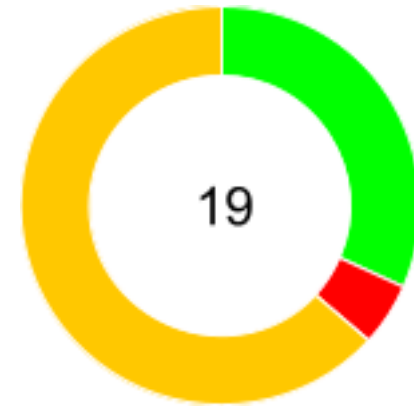
**FAILED - 1**

**SKIPPED - 0**

**PASSED - 6**

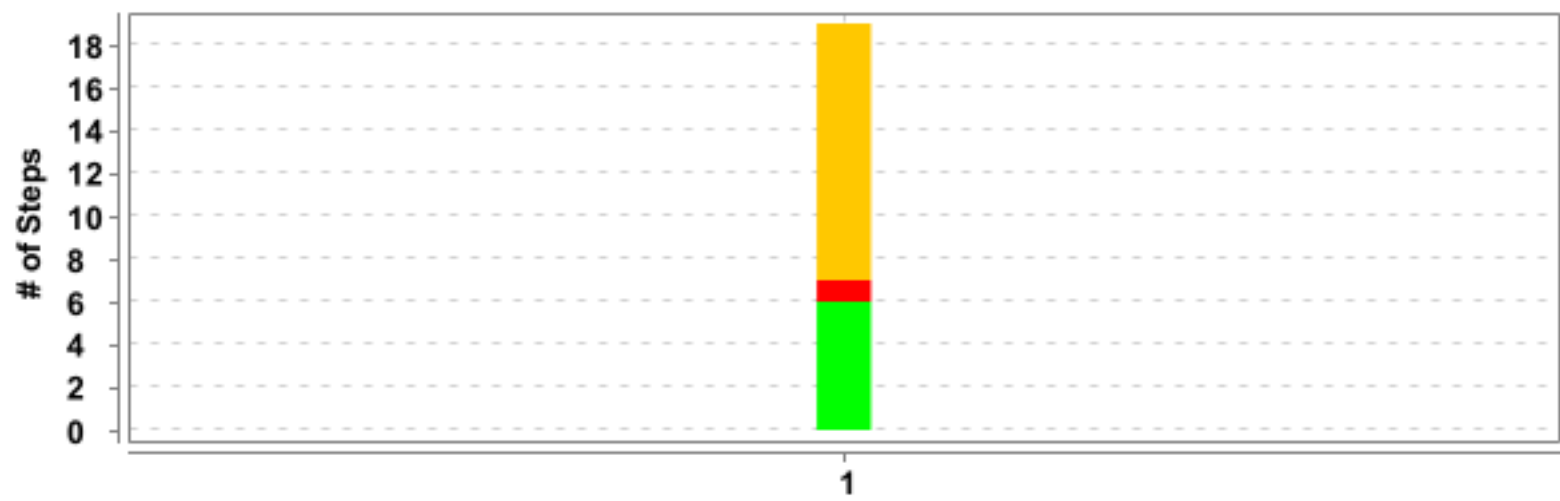
**FAILED - 1**

**SKIPPED - 12**



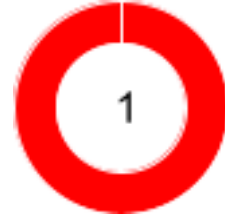
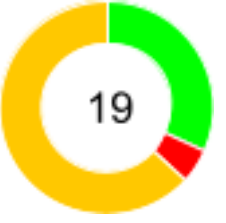


#	Feature Name	T	P	F	S	Duration
1	AR_AP Module	1	0	1	0	58.462 s

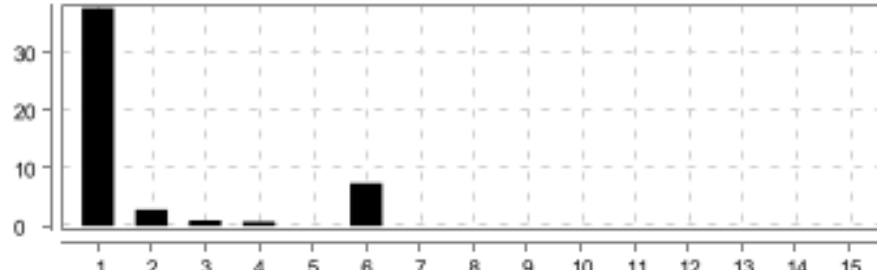
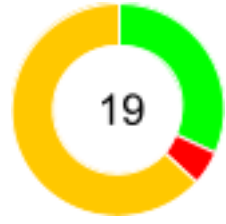


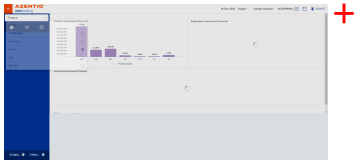
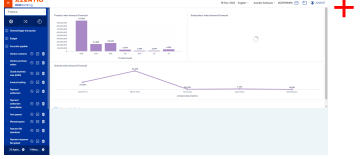
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	AR_AP Module	Creating Manual payouts for approved Bills of a Vendor	19	6	1	12	58.456 s

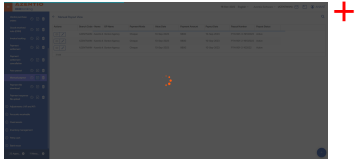
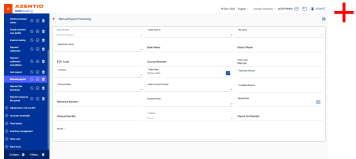
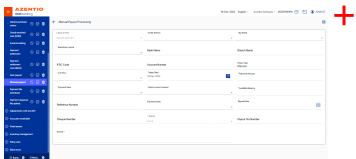
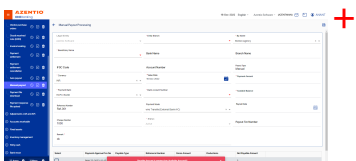
**(F)- AR\_AP Module**

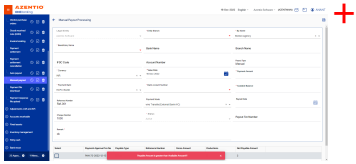
<b>FAILED</b>	<b>DURATION - 58.462 s</b>	Scenarios		Steps	
/ 10:03:00.385 am // 10:03:58.847 am /		Total - 1		Total - 19	
		Pass - 0		Pass - 6	
		Fail - 1		Fail - 1	
		Skip - 0		Skip - 12	

**(S)- Creating Manual payouts for approved Bills of a Vendor**

<div>FAILED</div> <div>DURATION - 58.456 s</div>			Steps	
/ 10:03:00.391 am // 10:03:58.847 am /			Total - 19	
AR_AP Module			Pass - 6	
@AR/AP @e6			Fail - 1	
@KUBS_AR_AP_UAT_006_001_TC_01			Skip - 12	

#	Step / Hook Details	Status	Duration
1	Given User should go to the kubs url and login as a maker user	PASSED	37.629 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.627 s
	screenshot		
			
2	And user should navigate to accounts payable menu	PASSED	2.814 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.304 s
	screenshot		
			

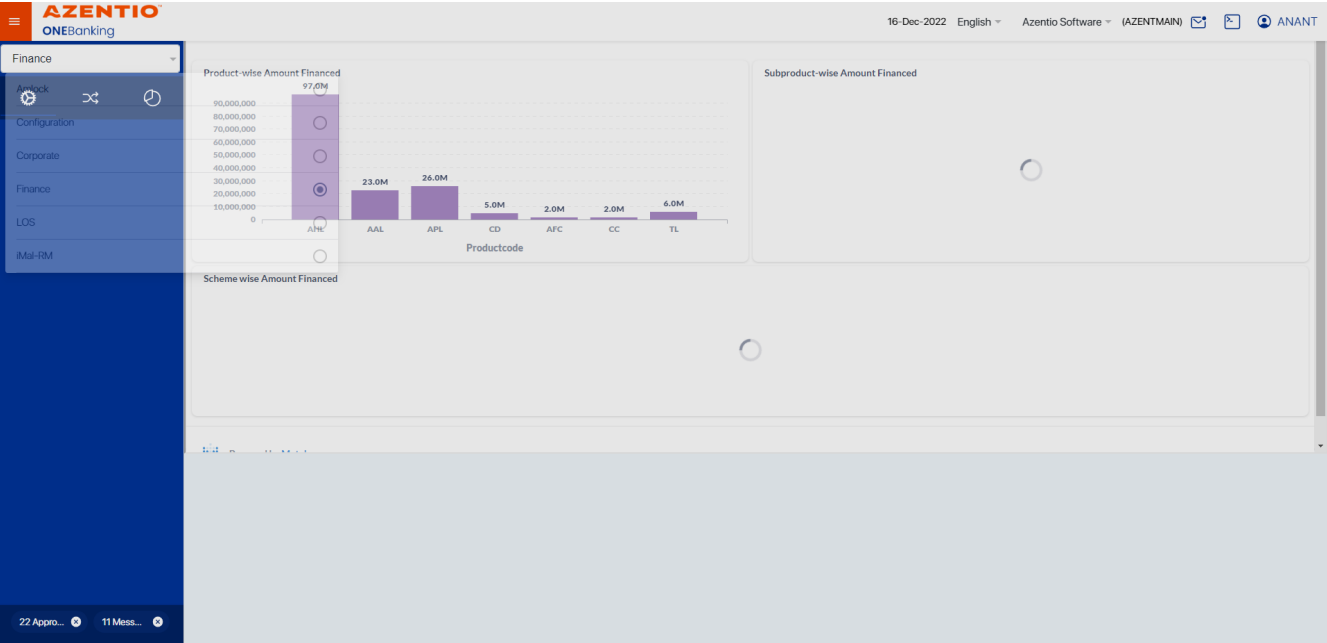
#	Step / Hook Details	Status	Duration
3	When click on eye button of manual payout	PASSED	0.979 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	1.032 s
	screenshot		
			
4	And click on add button for manual payout	PASSED	0.745 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.490 s
	screenshot		
			
5	And user update the exccelsheet Testdata for Manual payout	PASSED	0.016 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.169 s
	screenshot		
			
6	And Fill the required fields for manual payout vendor	PASSED	7.393 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.174 s
	screenshot		
			
7	Then Save and submit the manual payout record	FAILED	0.005 s
	java.lang.Error: Unresolved compilation problems:   jsonWriter cannot be resolved   jsonWriter cannot be resolved   jsonWriter cannot be resolved resolved   jsonWriter cannot be resolved   jsonWriter cannot be resolved   aACCOUNTSPAYABLE_InvoiceBookingObj cannot be resolved		

#	Step / Hook Details	Status	Duration
	<p>aACCOUNTSPAYABLE_InvoiceBookingObj cannot be resolved    aACCOUNTSPAYABLE_InvoiceBookingObj cannot be resolved  aACCOUNTSPAYABLE_ManualPayoutTestData type cannot be resolved to a variable    jsonWriter cannot be resolved to a variable  jsonWriter cannot be resolved  at stepdefinitions.AR_AP_Module.save_and_submit_the_manual_payout_record(AR_AP_Module.java:2191)  at ?.Save and submit the manual payout record(file:///C:/Users/inindc00075/git/Updated_Kubs_Arshath/  AzentioAutomationFramework_ARAP_Excel_Arshath/src/test/java/features/ArAp2.feature:508)  * Not displayable characters are replaced by '?'.  </p>		
	<p>AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)</p> <p>screenshot</p> 	PASSED	0.167 s
8	Then log in to the reviewer account	SKIPPED	0.000 s
9	Then click on the Notification select the Cheque record and Approve	SKIPPED	0.001 s
10	And user update the excelsheet Testdata for Advance to Employee	SKIPPED	0.001 s
11	Then log in to the Checker Account	SKIPPED	0.000 s
12	And then checker claim the record	SKIPPED	0.000 s
13	Then click on the checker Notification	SKIPPED	0.000 s
14	And select the Cheque record and Approve by checker	SKIPPED	0.000 s
15	Given User should go to the kubs url and login as a maker user	SKIPPED	0.000 s
16	And user should navigate to accounts payable menu	SKIPPED	0.000 s
17	When click on eye button of manual payout	SKIPPED	0.000 s
18	Then Get the payout status	SKIPPED	0.000 s
19	And maker should logout	SKIPPED	0.001 s

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

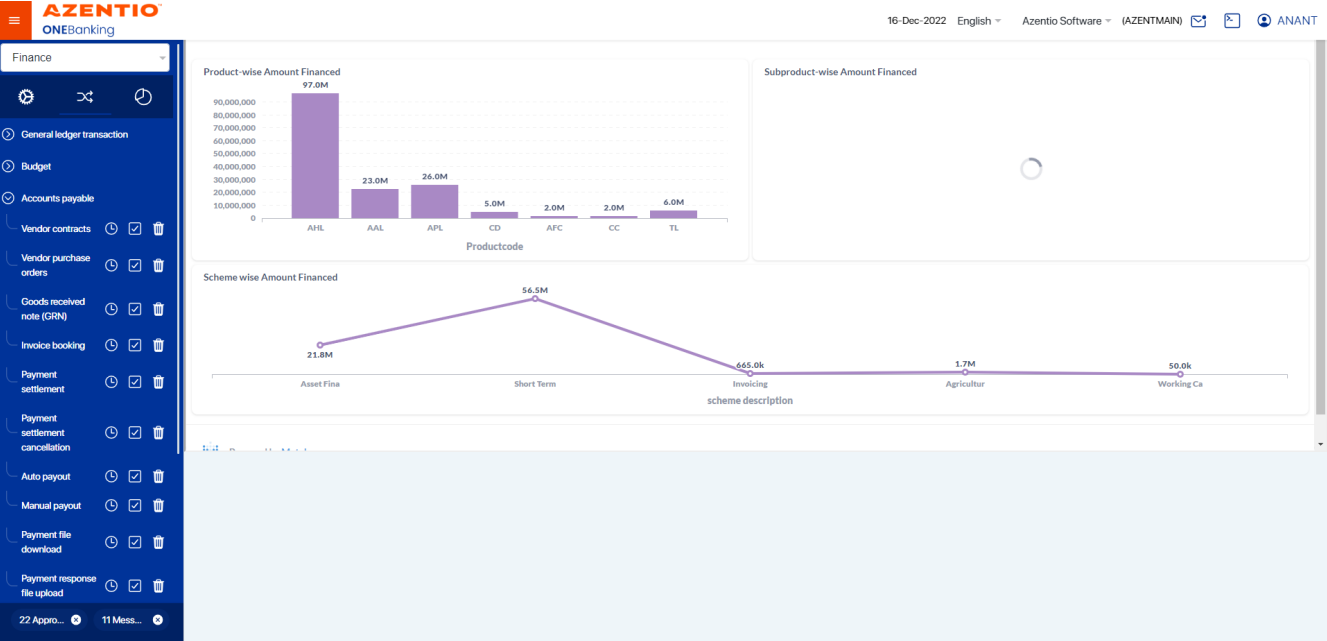
(F) AR\_AP Module



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

(F) AR\_AP Module



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

(F) AR\_AP Module

**AZENTIO ONEBanking** 16-Dec-2022 English Azentio Software (AZENTMAIN) ANANT

Manual Payout View

Actions	Branch Code - Name	BP Name	Payment Mode	Value Date	Payment Amount	Payout Date	Payout Number	Payout Status
	AZENTMAIN - Azentio h. Borton Agency		Cheque	10-Sep-2023	9800	10-Sep-2023	PTN-901-3-19102022	Active
	AZENTMAIN - Azentio h. Borton Agency		Cheque	10-Sep-2023	9800	10-Sep-2023	PTN-901-2-19102022	Active
	AZENTMAIN - Azentio h. Borton Agency		Cheque	10-Sep-2023	9800	10-Sep-2023	PTN-901-2-102022	Active

3 total

22 Appro... 11 Mess...

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

(F) AR\_AP Module

**AZENTIO ONEBanking** 16-Dec-2022 English Azentio Software (AZENTMAIN) ANANT

Manual Payout Processing

Legal Entity Azentio Software	* Entity Branch	* Bp Name
* Beneficiary Name	Bank Name	Branch Name
IFSC Code	Account Number	Payout Type Manual
* Currency	* Value Date 16-Dec-2022	* Payment Amount
* Payment Bank	* Bank Account Number	* Available Balance
Reference Number	Payment Mode	Payout Date
Cheque Number	* Status Active	Payout Trxn Number
Remark *		

22 Appro... 11 Mess...



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

(F) AR\_AP Module

**AZENTIO**  
ONEBanking

16-Dec-2022 English Azentio Software (AZENTMAIN) ANANT

Manual Payout Processing

Legal Entity Azentio Software	* Entity Branch	* Bp Name
* Beneficiary Name	Bank Name	Branch Name
IFSC Code	Account Number	Payout Type Manual
* Currency	* Value Date 16-Dec-2022	* Payment Amount
* Payment Bank	* Bank Account Number	* Available Balance
Reference Number	Payment Mode	Payout Date
Cheque Number	* Status Active	Payout Txn Number
Remark *		

22 Appro... 11 Mess...

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) Creating Manual payouts for approved  
Bills of a Vendor

(F) AR\_AP Module

**AZENTIO**  
ONEBanking

16-Dec-2022 English Azentio Software (AZENTMAIN) ANANT

Manual Payout Processing

Legal Entity Azentio Software	* Entity Branch	* Bp Name Borton Agency
* Beneficiary Name	Bank Name	Branch Name
IFSC Code	Account Number	Payout Type Manual
* Currency INR	* Value Date 16-Dec-2022	* Payment Amount
* Payment Bank HDFC BANK	* Bank Account Number	* Available Balance
Reference Number Ref-001	Payment Mode wire Transfer(External Bank A/C)	Payout Date
Cheque Number 1000	* Status Active	Payout Txn Number
Remark *		

Select	Payment Approval Txn No	Payable Type	Reference Number	Gross Amount	Deductions	Net Payable Amount
<input type="checkbox"/>	PAN-72-2022-12-13					2

Payable Amount is greater than Available Amount!!!

22 Appro... 11 Mess...

### (F) AR\_AP Module

**AZENTIO**
ONEBanking

Manual payout processing

* Legal Entity Azentio Software	* Entity Branch 	* Bp Name Bonton Agency
* Beneficiary Name 	Bank Name 	Branch Name 
IFSC Code 	Account Number 	Payout Type Manual
* Currency INR	* Value Date 16-Dec-2022	* Payment Amount 
* Payment Bank HDFC BANK	* Bank Account Number 	* Available Balance 
Reference Number Ref-001	Payment Mode wire Transfer(External Bank A/C)	Payout Date 
Cheque Number 1000	* Status Active	Payout Tm Number 
Remark * ok		