

# Cucumber Report

28-Mar-2022, 4:58:53 pm

**Start : Mar 28, 4:58:20.193 pm**

**End : Mar 28, 4:58:52.623 pm**

**Duration : 32.430 s**

*Features*

*Scenarios*

*Steps*

**PASSED - 0**

**FAILED - 1**

**SKIPPED - 0**

**PASSED - 0**

**FAILED - 1**

**SKIPPED - 0**

**PASSED - 16**

**FAILED - 0**

**SKIPPED - 0**




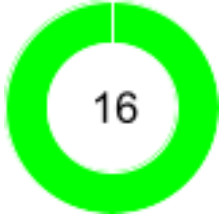


#	Feature Name	T	P	F	S	Duration
1	<u>Check the functionality of Asset Revaluation</u>	1	0	1	0	32.430 s

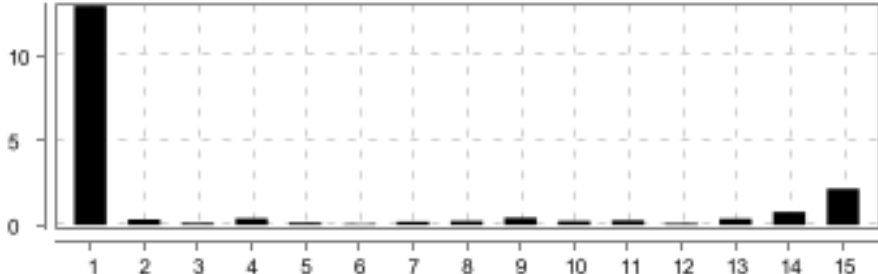
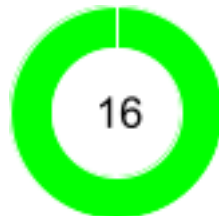



#	Feature Name	Scenario Name	T	P	F	S	Duration
1	<u>Check the functionality of Asset Revaluation</u>	<u>Alter the Value of an existing asset (Return - Maker Only)</u>	16	16	0	0	32.423 s



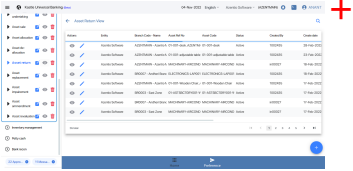
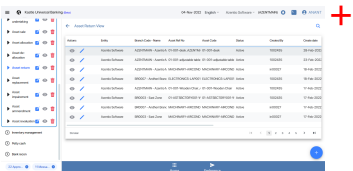
**(F)- Check the functionality of Asset Revaluation**

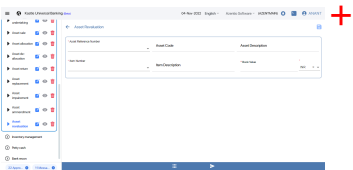
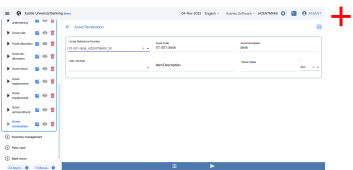
<b>FAILED</b>	<b>DURATION - 32.430 s</b>	Scenarios		Steps	
/ 4:58:20.193 pm // 4:58:52.623 pm /		Total - 1		Total - 16	
		Pass - 0		Pass - 16	
		Fail - 1		Fail - 0	
		Skip - 0		Skip - 0	

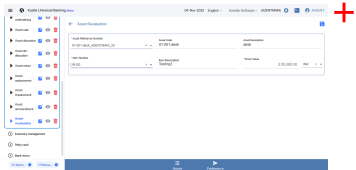
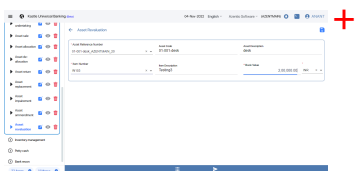
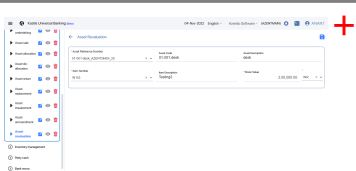
**(S)- Alter the Value of an existing asset (Return - Maker Only)**

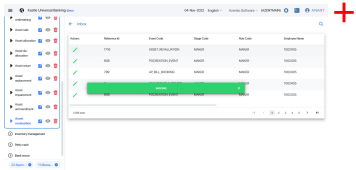
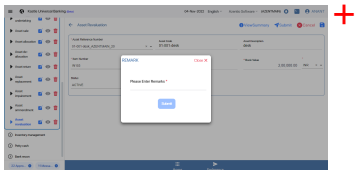
<div>FAILED</div> <div>DURATION - 32.423 s</div>		<div></div>	<div>Steps</div> <div>Total - 16</div> <div>Pass - 16</div> <div>Fail - 0</div> <div>Skip - 0</div>	<div></div>
<div>/ 4:58:20.200 pm // 4:58:52.623 pm /</div>				
<div>Check the functionality of Asset Revaluation</div>				
<div>@KUBS_FAT_UAT_012_008</div>				

#	Step / Hook Details	Status	Duration
1	Given Navigate the Maker Url	PASSED	12.965 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.161 s
	screenshot		
			
2	Then Choose Second Segment Icon	PASSED	0.337 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.310 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
3	And fixed Asset Module	PASSED	0.110 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.248 s
	screenshot 		
4	Then Asset Return submodule Eye Icon	PASSED	0.387 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.289 s
	screenshot 		
5	And Click Table Row first Eye Icon	PASSED	0.141 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.417 s
	screenshot 		
6	Then Store the Referance No	PASSED	0.067 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.142 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
7	Then Asset Revaluation submodule Eye Icon	PASSED	0.193 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.296 s
	screenshot 		
8	And Add Icon button	PASSED	0.226 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.207 s
	screenshot 		
9	Then Give Asset Return Reference Number	PASSED	0.431 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.170 s
	screenshot 		
10	And Select Asset Item Number	PASSED	0.242 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.180 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
11	Then Alter the Return Book Value	PASSED	0.267 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.149 s
	screenshot		
			
12	Then save the Revaluation record	PASSED	0.107 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.226 s
	screenshot		
			
13	And Go to Maker Notification	PASSED	0.375 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.278 s
	screenshot		
			
14	Then Select the first Action icon	PASSED	0.771 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.368 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
15	And Submit Record in maker	PASSED	2.152 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.146 s
	screenshot 		
16	Then Give Remark and Submit it	PASSED	1.581 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	FAILED	0.142 s
	java.lang.RuntimeException: Unexpected result for screenshot command: null at org.openqa.selenium.remote.RemoteWebDriver.getScreenshotAs(RemoteWebDriver.java:355) at stepdefinitions.HooksClass.addScreenshot(HooksClass.java:42)		
	AFTER - stepdefinitions.HooksClass.TearDown(io.cucumber.java.Scenario)	FAILED	4.265 s
	org.openqa.selenium.WebDriverException: chrome not reachable (Session info: chrome=99.0.4844.82) Build info: version: '4.0.0-rc-1', revision: 'bc5511cbda' System info: host: 'INMUVD014547', ip: '10.1.47.111', os.name: 'Windows 10', os.arch: 'amd64', os.version: '10.0', java.version: '17.0.1' Driver info: org.openqa.selenium.chrome.ChromeDriver Command: [4f25e1e761ba044d80a51b0798c552a6, close {}] Capabilities {acceptInsecureCerts: false, browserName: chrome, browserVersion: 99.0.4844.82, chrome: {chromedriverVersion: 98.0.4758.80 (7f0488e8ba0d8..., userDataDir: C:\Users\ININDC~1\AppData\Local\Temp\scoped_dir1012_1111111111), goog:chromeOptions: {debuggerAddress: localhost:62367}, javascriptEnabled: true, networkConnectionEnabled: false, pageLoadStrategy: normal, platform: WINDOWS, platformName: WINDOWS, proxy: Proxy(), se:cdp: ws://localhost:62367/devtools..., se:cdpVersion: 99.0.4844.82, setWindowRect: true, strictFileInteractability: false, timeouts: {implicit: 0, pageLoad: 300000, script: 30000}, unhandledPromptBehavior: dismiss and notify, webauthn:extension:credBlob: true, webauthn:extension:largeBlob: true, webauthn:virtualAuthenticators: true} Session ID: 4f25e1e761ba044d80a51b0798c552a6 at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance0(Native Method) at java.base/jdk.internal.reflect.NativeConstructorAccessorImpl.newInstance(NativeConstructorAccessorImpl.java:77) at java.base/jdk.internal.reflect.DelegatingConstructorAccessorImpl.newInstance(DelegatingConstructorAccessorImpl.java:45) at java.base/java.lang.reflect.Constructor.newInstanceWithCaller(Constructor.java:499) at java.base/java.lang.reflect.Constructor.newInstance(Constructor.java:480) at org.openqa.selenium.remote.codec.w3c.W3CHttpResponseCodec.createException(W3CHttpResponseCodec.java:200) at org.openqa.selenium.remote.codec.w3c.W3CHttpResponseCodec.decode(W3CHttpResponseCodec.java:133) at org.openqa.selenium.remote.codec.w3c.W3CHttpResponseCodec.decode(W3CHttpResponseCodec.java:53) at org.openqa.selenium.remote.HttpCommandExecutor.execute(HttpCommandExecutor.java:184) at org.openqa.selenium.remote.service.DriverCommandExecutor.invokeExecute(DriverCommandExecutor.java:164) at org.openqa.selenium.remote.service.DriverCommandExecutor.execute(DriverCommandExecutor.java:139)		

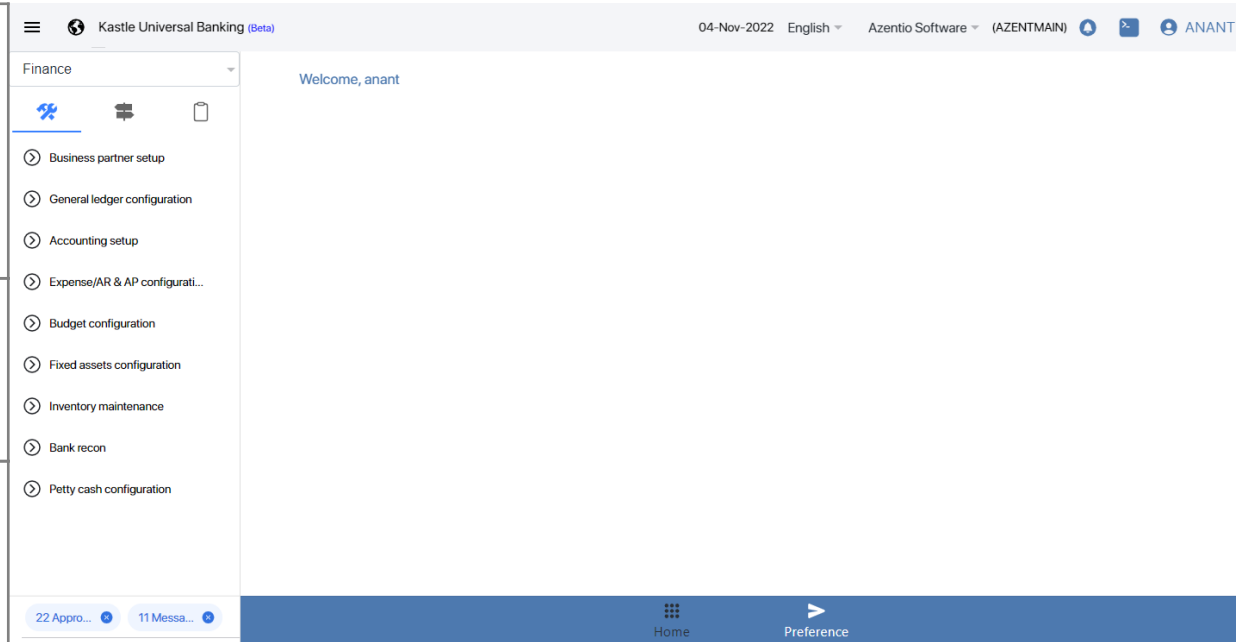


#	Step / Hook Details	Status	Duration
	at org.openqa.selenium.remote.RemoteWebDriver.execute(RemoteWebDriver.java:547) at org.openqa.selenium.remote.RemoteWebDriver.execute(RemoteWebDriver.java:602) at org.openqa.selenium.remote.RemoteWebDriver.execute(RemoteWebDriver.java:606) at org.openqa.selenium.remote.RemoteWebDriver.close(RemoteWebDriver.java:432) at stepdefinitions.HooksClass.TearDown(HooksClass.java:52)		

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

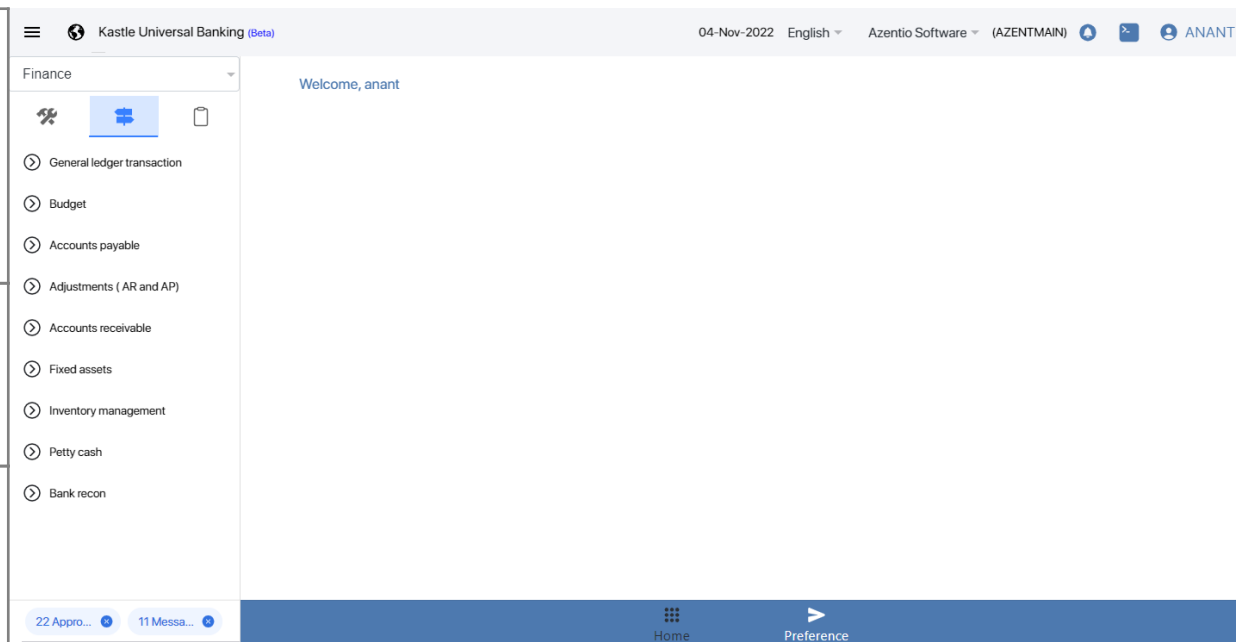
(F) Check the functionality of Asset  
Revaluation



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

(S) Alter the Value of an existing asset  
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(F) Check the functionality of Asset  
Revaluation



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
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(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

The screenshot shows the Kastle Universal Banking (Beta) interface. The top navigation bar includes the date 04-Nov-2022, language English, and user ANANT. The left sidebar menu is expanded to the 'Finance' section, which includes options like General ledger transaction, Budget, Accounts payable, Adjustments (AR and AP), Accounts receivable, and Fixed assets. The 'Fixed assets' option is selected, showing a list of actions: Asset creation, Asset transfer, Asset undertaking, Asset sale, and Asset allocation. Each action has a blue checkmark icon, a red trash icon, and a red eye icon. The main content area displays 'Welcome, anant'.

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

The screenshot shows the Kastle Universal Banking (Beta) interface with the 'Asset Return View' table. The table has columns for Actions, Entity, Branch Code - Name, Asset Ref No, Asset Code, Status, Created By, and Create date. The table contains 10 rows of data, all with a status of 'Active'. The bottom of the table shows a pagination bar with '55 total' and a page number '1'.

Actions	Entity	Branch Code - Name	Asset Ref No	Asset Code	Status	Created By	Create date
	Azentio Software	AZENTMAIN - Azentio N	01-001-desk_AZENTM	01-001-desk	Active	1002435	28-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	01-001-adjustable table	01-001-adjustable table	Active	1002435	23-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	18-Feb-2022
	Azentio Software	BR0007 - Andheri Branc	ELECTRONICS-LAP001	ELECTRONICS-LAP001	Active	1002435	18-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	01-001-Wooden Chair	01-001-Wooden Chair	Active	1002435	17-Feb-2022
	Azentio Software	BR0003 - East Zone	01-ASTSBCTGRY001-V	01-ASTSBCTGRY001-V	Active	1002435	17-Feb-2022
	Azentio Software	BR0007 - Andheri Branc	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	17-Feb-2022
	Azentio Software	BR0003 - East Zone	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	17-Feb-2022

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Return View

Actions	Entity	Branch Code - Name	Asset Ref No	Asset Code	Status	Created By	Create date
	Azentio Software	AZENTMAIN - Azentio N	01-001-desk_AZENTM/	01-001-desk	Active	1002435	28-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	01-001-adjustable table	01-001-adjustable table	Active	1002435	23-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	18-Feb-2022
	Azentio Software	BR0007 - Andheri Branc	ELECTRONICS-LAP001	ELECTRONICS-LAP001	Active	1002435	18-Feb-2022
	Azentio Software	AZENTMAIN - Azentio N	01-001-Wooden Chair_	01-001-Wooden Chair	Active	1002435	17-Feb-2022
	Azentio Software	BR0003 - East Zone	01-ASTSBCTGRY001-V	01-ASTSBCTGRY001-V	Active	1002435	17-Feb-2022
	Azentio Software	BR0007 - Andheri Branc	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	17-Feb-2022
	Azentio Software	BR0003 - East Zone	MACHINARY-AIRCOND	MACHINARY-AIRCOND	Active	in00027	17-Feb-2022

55 total

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Return

* Asset Reference Number	Asset Code	Asset Description
01-001-desk_AZENTMAIN_20	01-001-desk	desk
* Item Number	Asset Value	Total Asset Amount
re2343	10,000.00 INR	10,000.00 INR
Item Description	Status	
desk	ACTIVE	

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta)

04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

- undertaking
- Asset sale
- Asset allocation
- Asset de-allocation
- Asset return
- Asset replacement
- Asset impairment
- Asset ammendment
- Asset revaluation

Inventory management

Petty cash

Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta)

04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

- undertaking
- Asset sale
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Inventory management

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Home Preference

Asset Revaluation

\* Asset Reference Number Asset Code Asset Description

\* Item Number Item Description \* Book Value INR

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Revaluation

* Asset Reference Number	Asset Code	Asset Description
01-001-desk_AZENTMAIN_20	01-001-desk	desk
* Item Number	Item Description	* Book Value
		INR

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Revaluation

* Asset Reference Number	Asset Code	Asset Description
01-001-desk_AZENTMAIN_20	01-001-desk	desk
* Item Number	Item Description	* Book Value
IN153	Testing3	2,05,000.00 INR

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Revaluation

* Asset Reference Number	Asset Code	Asset Description
01-001-desk_AZENTMAIN_20	01-001-desk	desk

* Item Number	Item Description	* Book Value
IN153	Testing3	2,00,000.00 INR

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta) 04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Revaluation

* Asset Reference Number	Asset Code	Asset Description
01-001-desk_AZENTMAIN_20	01-001-desk	desk

* Item Number	Item Description	* Book Value
IN153	Testing3	2,00,000.00 INR

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta)

04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Inbox Revaluation

Actions	Entity	Branch Code - Name	Asset Reference No	Type	Status
No data to display	Azentio Software	AZENTMAIN - Azentio Main Br	01-001-desk_AZENTMAIN_20	REVALUATION	Active
	Azentio Software	AZENTMAIN - Azentio Main Br	01-001-desk_BOB667-10	REVALUATION	Active
0 total	Azentio Software	AZENTMAIN - Azentio Main Br	01-001-adjustable table_BROO	REVALUATION	In-Active
	Azentio Software	AZENTMAIN - Azentio Main Br	ELECTRONICS-LAP001-Freed	REVALUATION	Active
4 total					

assetRevaluation created successfully.

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...

Home Preference

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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta)

04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Inbox

Actions	Reference Id	Event Code	Stage Code	Role Code	Employee Name
✓	1716	ASSET_REVALUATION	MAKER	MAKER	1002435
✓	608	POCREATION_EVENT	MAKER	MAKER	1002435
✓	799	AP_BILL_BOOKING	MAKER	MAKER	1002435
✓		POCREATION_EVENT	MAKER	MAKER	1002435
✓	606	POCREATION_EVENT	MAKER	MAKER	1002435

1,586 total

Inventory management  
Petty cash  
Bank recon

22 Appro... 11 Messa...



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

(S) Alter the Value of an existing asset  
(Return - Maker Only)

(F) Check the functionality of Asset  
Revaluation

Kastle Universal Banking (Beta)

04-Nov-2022 English Azentio Software (AZENTMAIN) ANANT

Asset Revaluation

ViewSummary Submit Cancel

\* Asset Reference Number 01-001-desk\_AZENTMAIN\_20 x Asset Code 01-001-desk Asset Description desk

\* Item Number IN153

\* Book Value 2,00,000.00 INR x

Status ACTIVE

REMARK

Please Enter Remarks \*

Submit

Inventory management

Petty cash

Bank recon

22 Appro... 11 Messa...

Home Preference