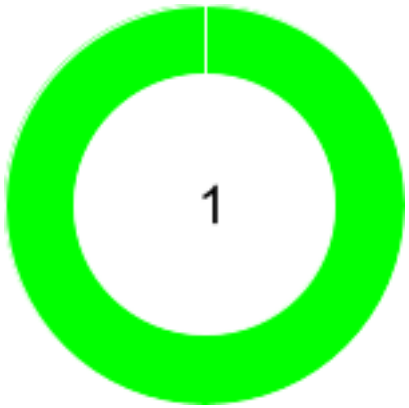
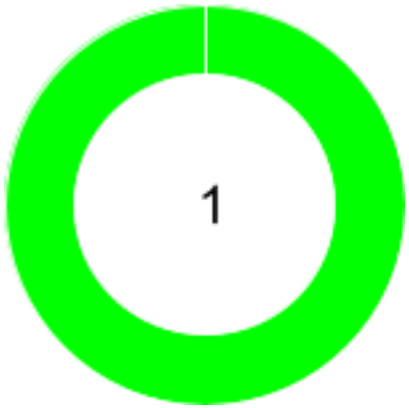
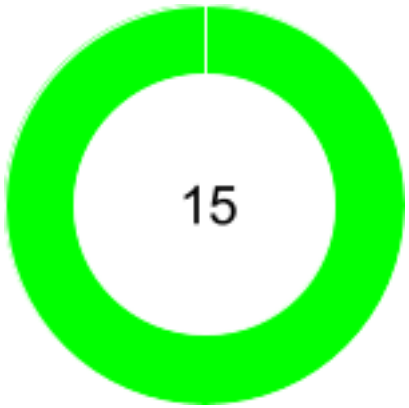
Cucumber Report

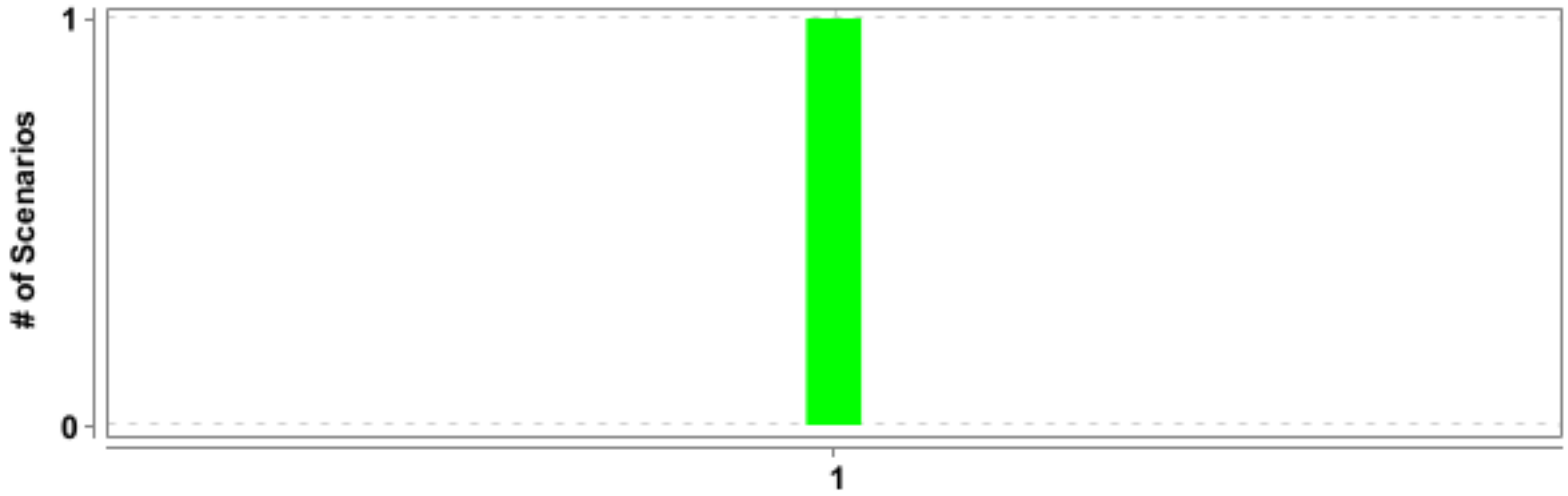
Mar 31, 2022, 8:28:16 AM

Start : Mar 31, 8:27:08.241 AM	End : Mar 31, 8:28:15.167 AM	Duration : 1 m 6.926 s
Features	Scenarios	Steps
PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 15 FAILED - 0 SKIPPED - 0

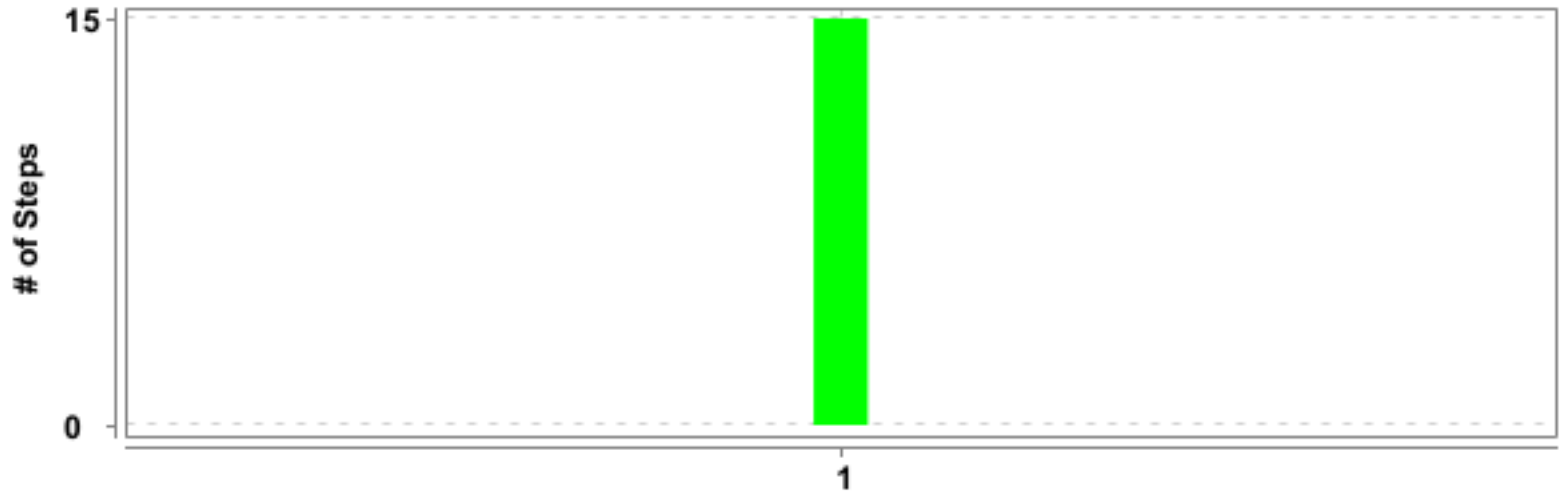








#	Feature Name	T	P	F	S	Duration
1	Checking the Fixed Asset functionality	1	1	0	0	1 m 6.926 s

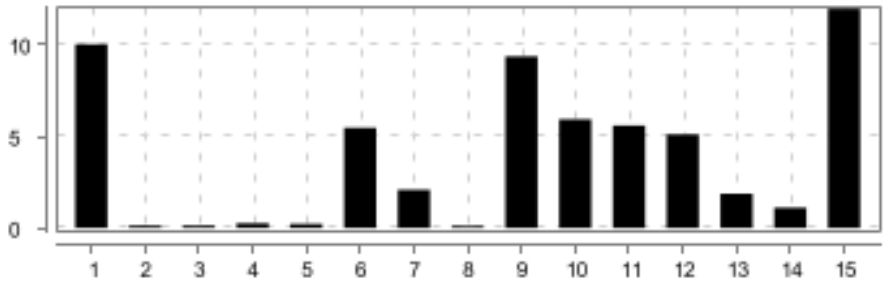


#	Feature Name	Scenario Name	T	P	F	S	Duration
1	Checking the Fixed Asset functionality	GL should be mapped to the asset and displayed in the list view of Asset GL sub module	15	15	0	0	1 m 6.922 s

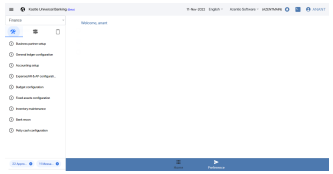
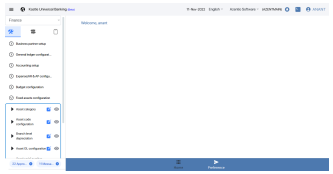
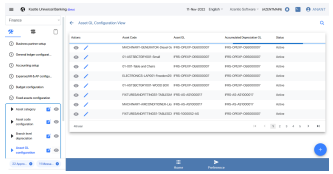
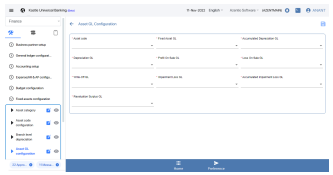
(F)- Checking the Fixed Asset functionality

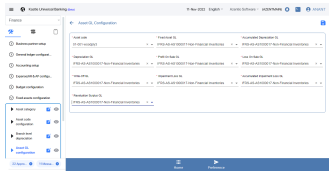
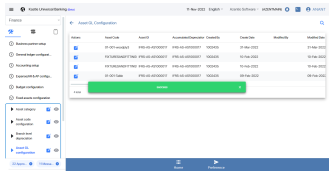
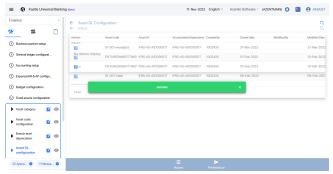
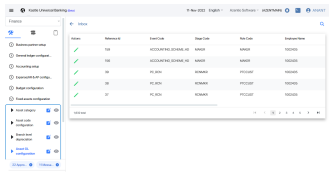
PASSED	DURATION - 1 m 6.926 s	Scenarios		Steps	
/ 8:27:08.241 AM // 8:28:15.167 AM /		Total - 1 Pass - 1 Fail - 0 Skip - 0		Total - 15 Pass - 15 Fail - 0 Skip - 0	

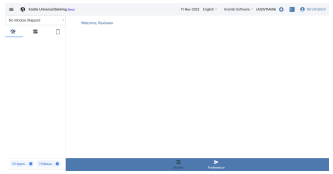
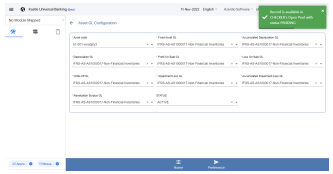
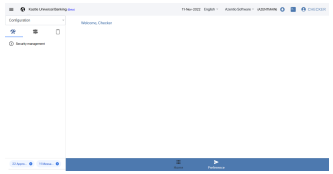
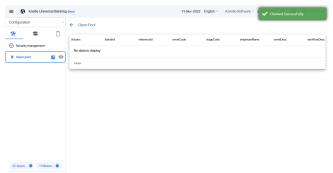
(S)- GL should be mapped to the asset and displayed in the list view of Asset GL sub module

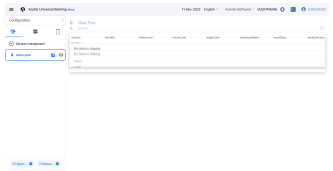
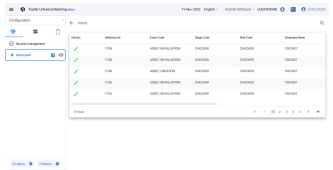
PASSED	DURATION - 1 m 6.922 s		Steps	
/ 8:27:08.245 AM // 8:28:15.167 AM /			Total - 15 Pass - 15 Fail - 0 Skip - 0	
Checking the Fixed Asset functionality				
@MultiAuth @KUBS_FAT_UAT_002_004				

#	Step / Hook Details	Status	Duration
1	Given Maker Navigate to UAT URL login	PASSED	10.016 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.293 s
	screenshot		
	+		
2	Then Click on Fixed Asset Direction icon	PASSED	0.124 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.118 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
3	Then Click on Fixed assets configuration	PASSED	0.120 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.123 s
	screenshot		
			
4	Then Click on Asset GL configuration Eye button	PASSED	0.253 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.162 s
	screenshot		
			
5	Then Click on Fixed Asset Add button	PASSED	0.223 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.223 s
	screenshot		
			
6	Then Fill Asset GL configuration Mandatory fields	PASSED	5.465 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.129 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
7	Then Click on Fixed Asset Save button	PASSED	2.079 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.095 s
	screenshot		
			
8	Then Click on Fixed Asset Notification	PASSED	0.116 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.160 s
	screenshot		
			
9	And Select and Submit the record	PASSED	9.370 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.101 s
	screenshot		
			
10	Then log in to the reviewer account	PASSED	5.928 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.107 s
	screenshot		

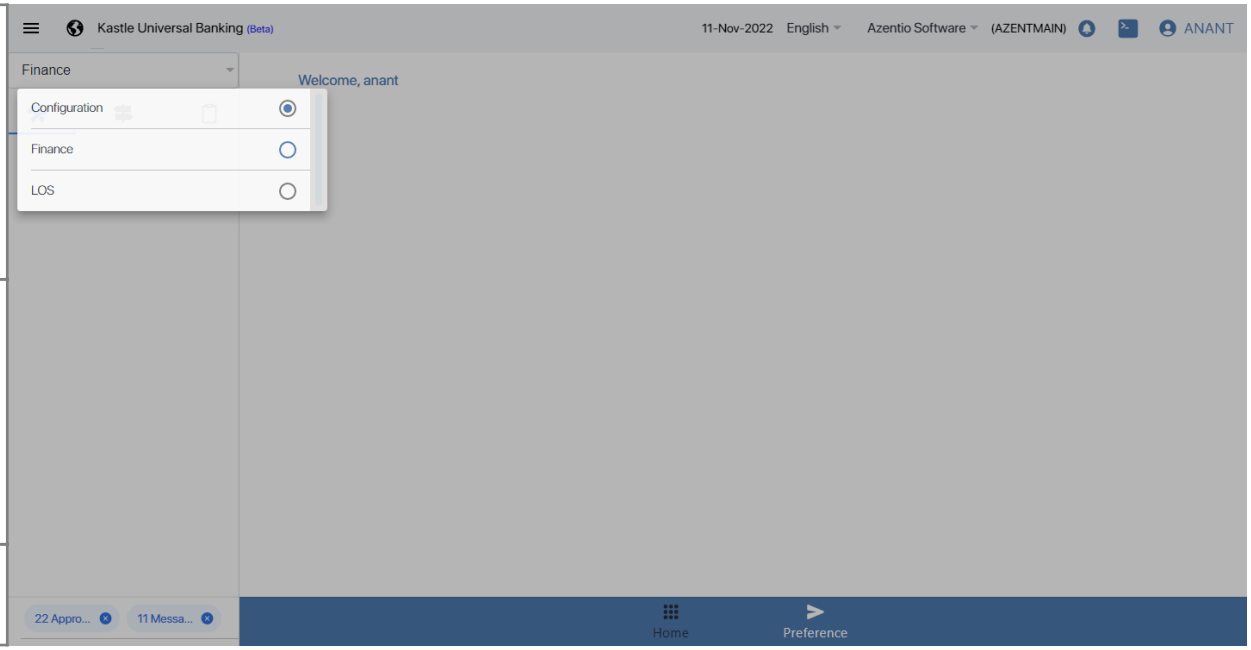
#	Step / Hook Details	Status	Duration
			
11	Then click on the Notification select the record and Approve	PASSED	5.583 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.098 s
	screenshot		
			
12	Then log in to the Checker Account	PASSED	5.111 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.164 s
	screenshot		
			
13	And then checker claim the record	PASSED	1.873 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.136 s
	screenshot		
			
14	Then click on the checker Notification	PASSED	1.105 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.151 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
15	And select the record and Approve by checker	PASSED	11.968 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.113 s
	screenshot		
			

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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

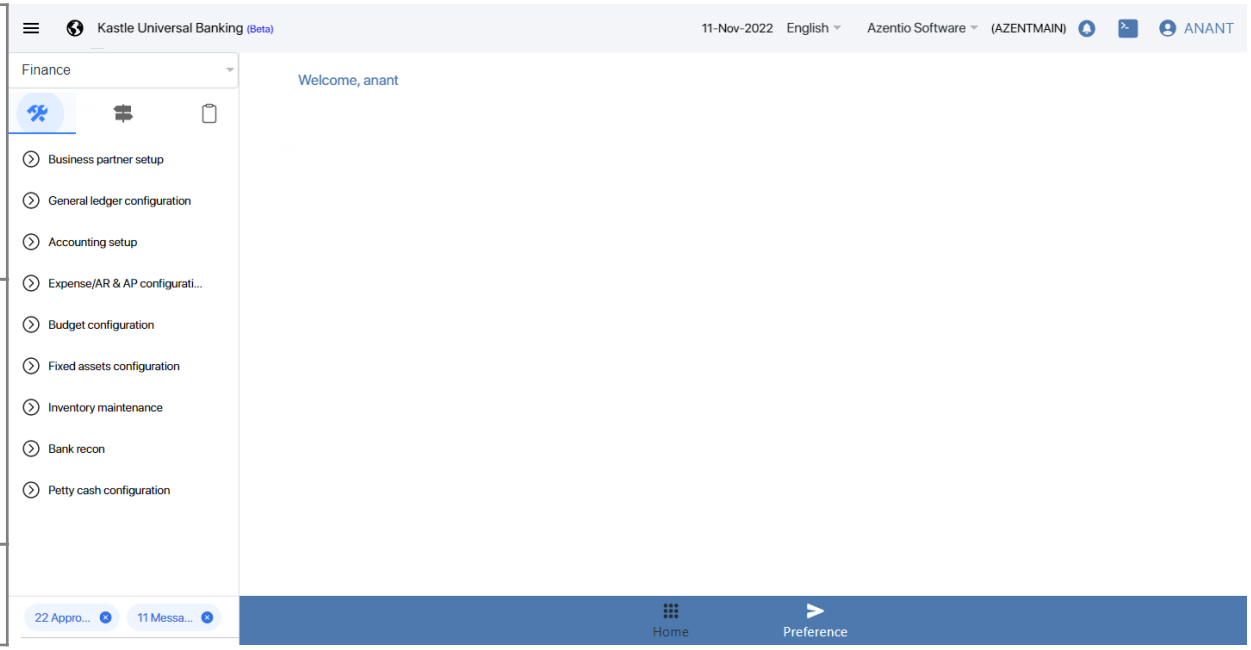
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

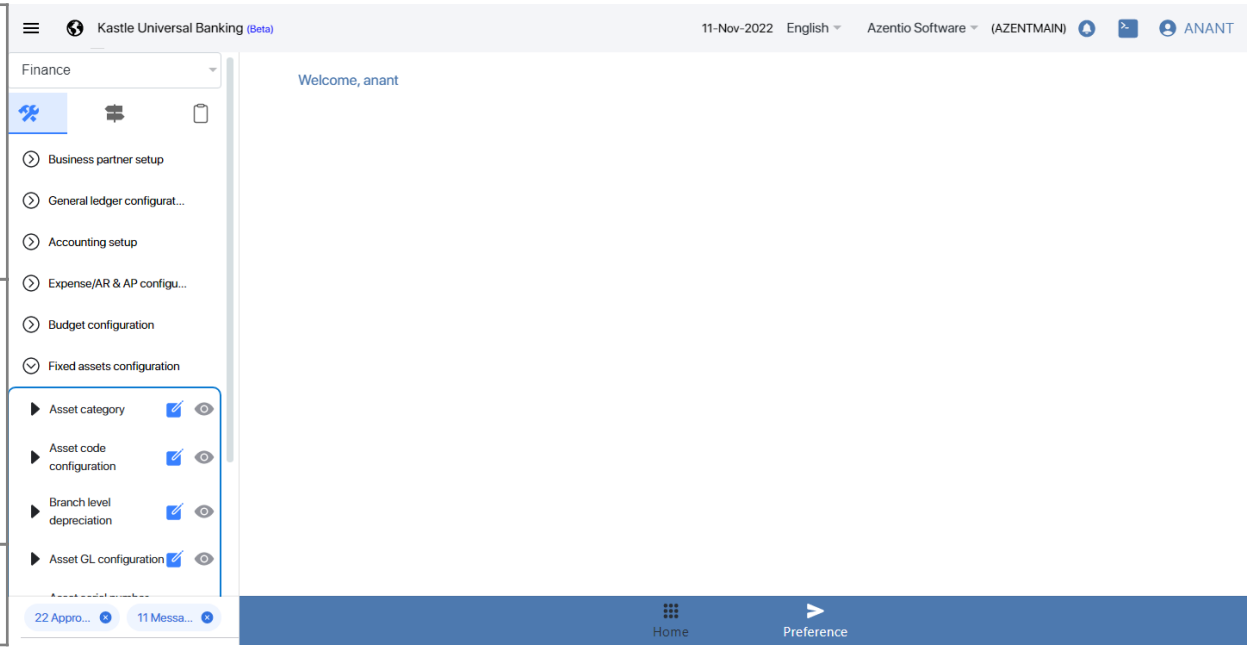
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

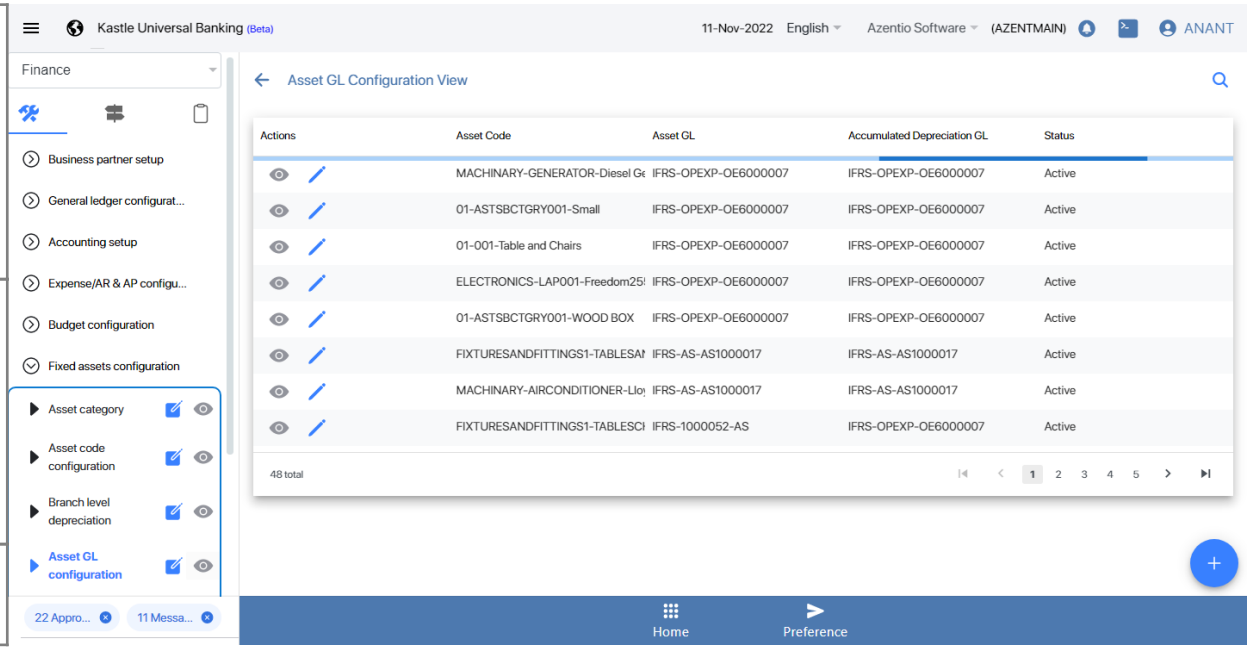
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

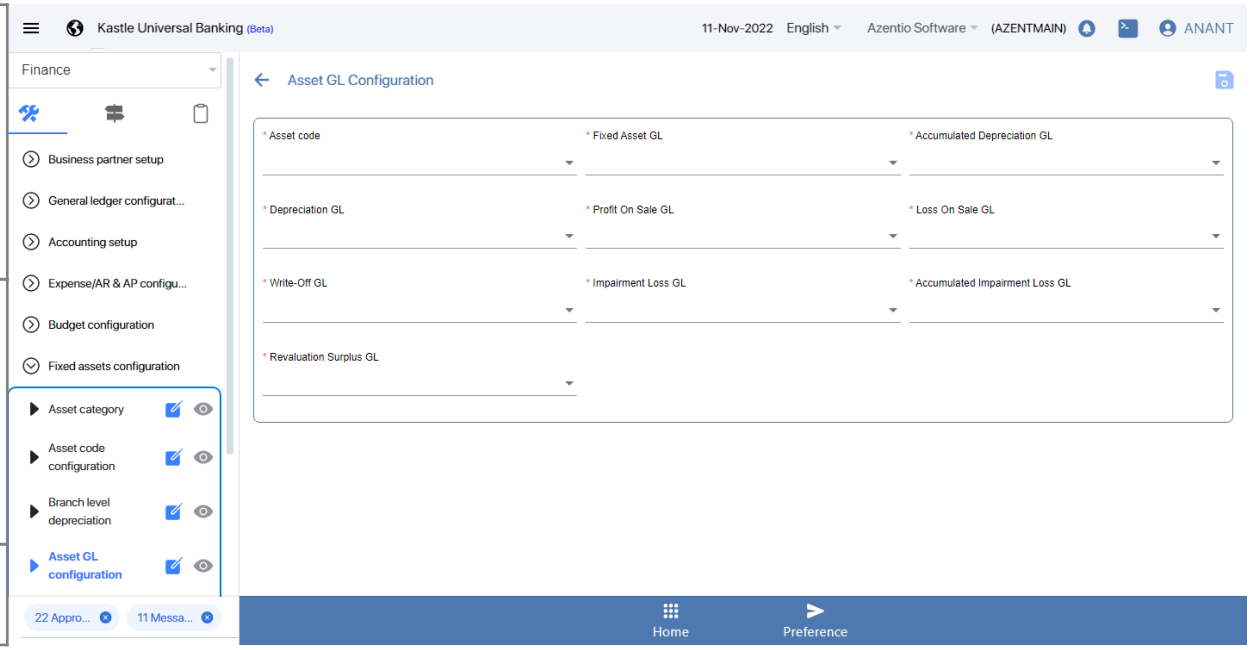
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

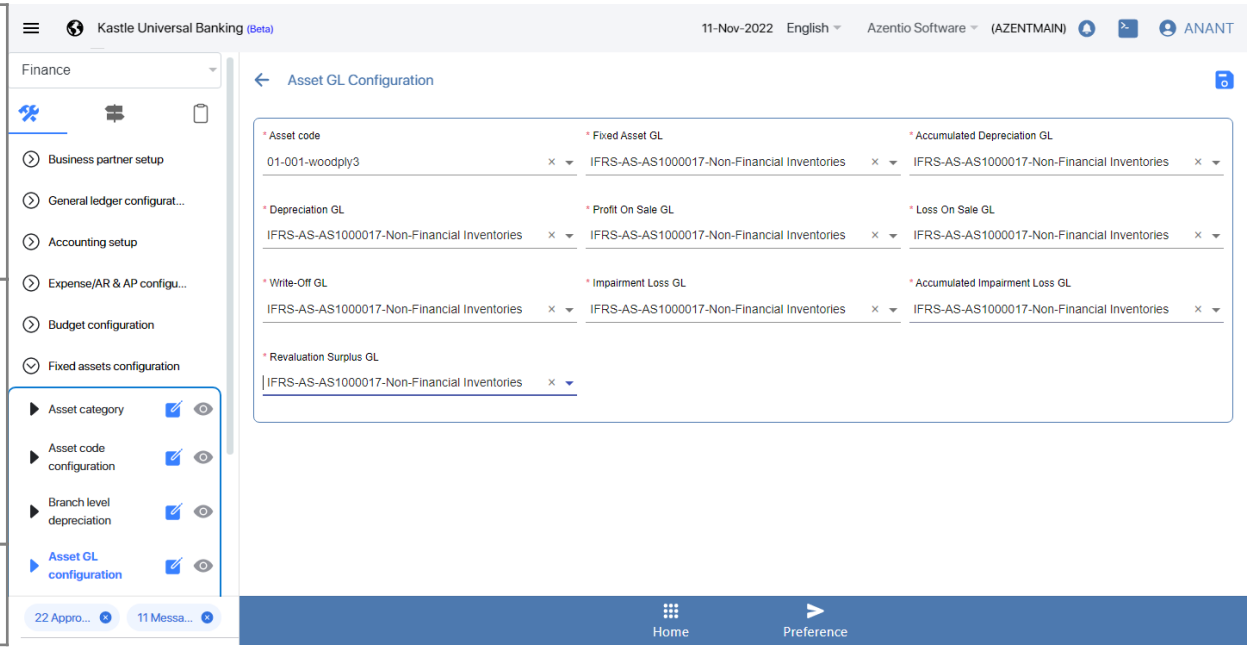
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

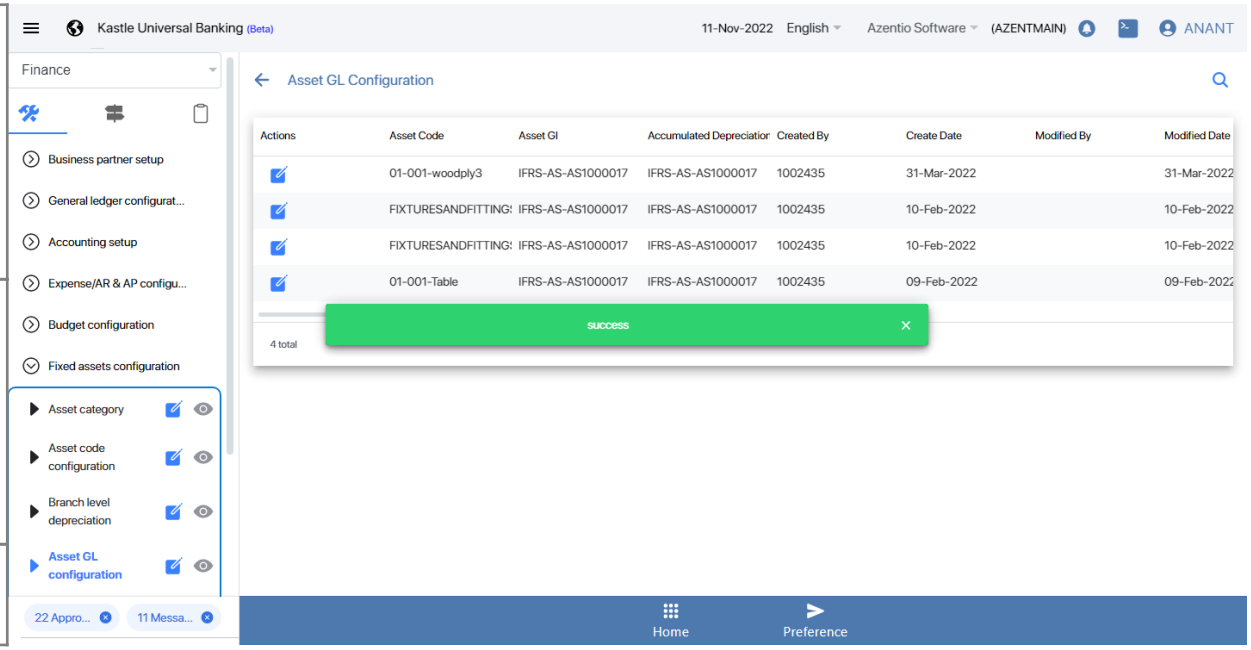
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

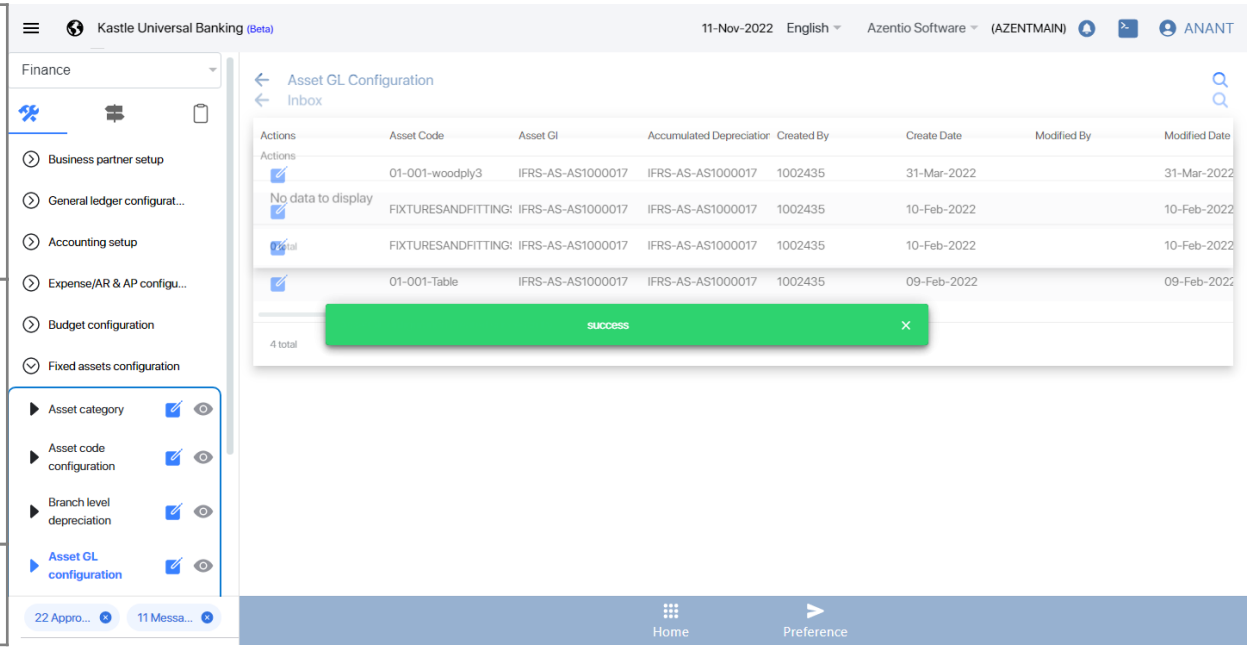
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

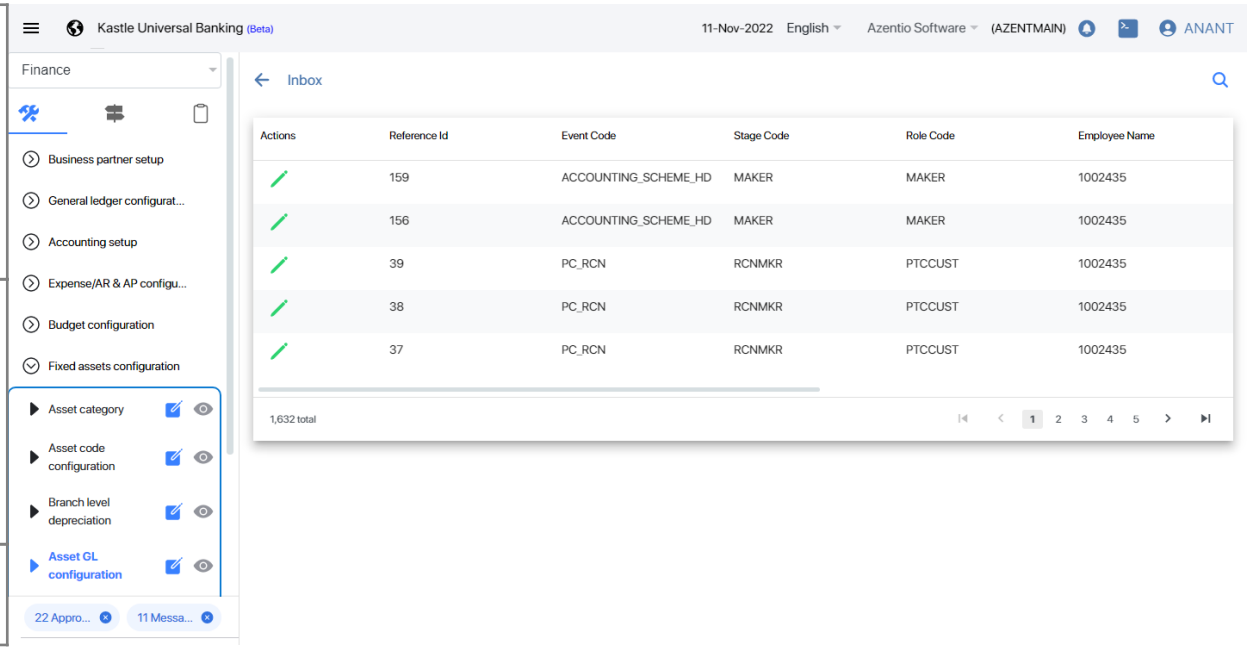
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

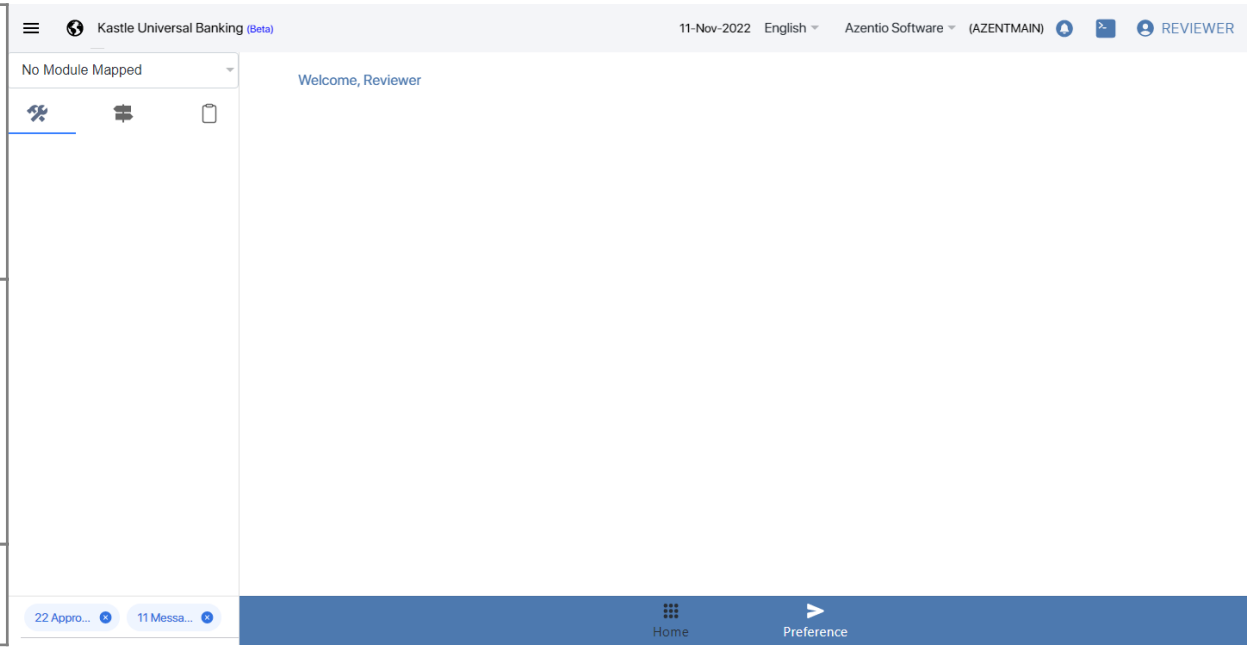
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

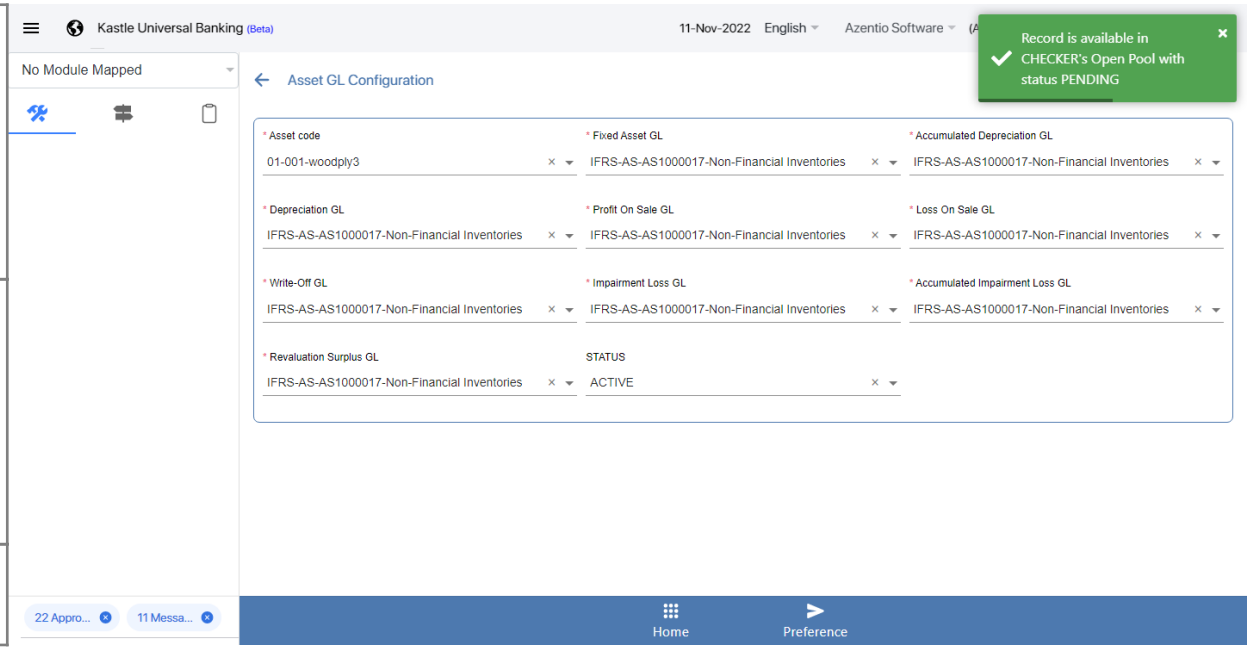
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

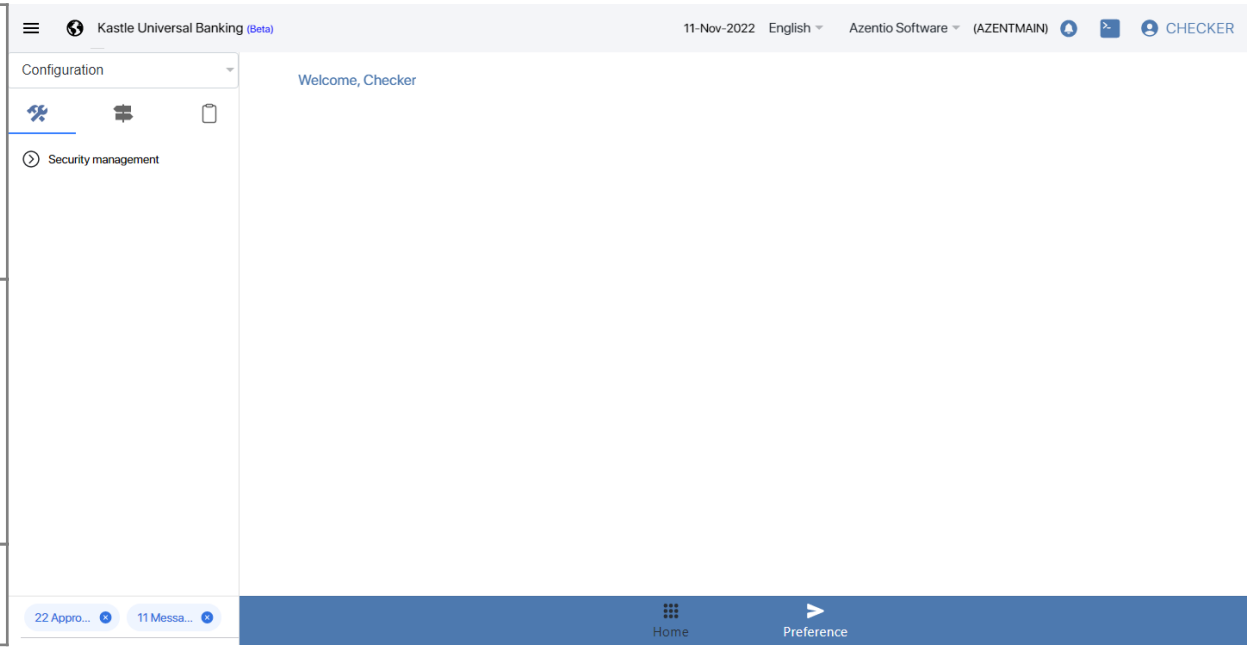
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

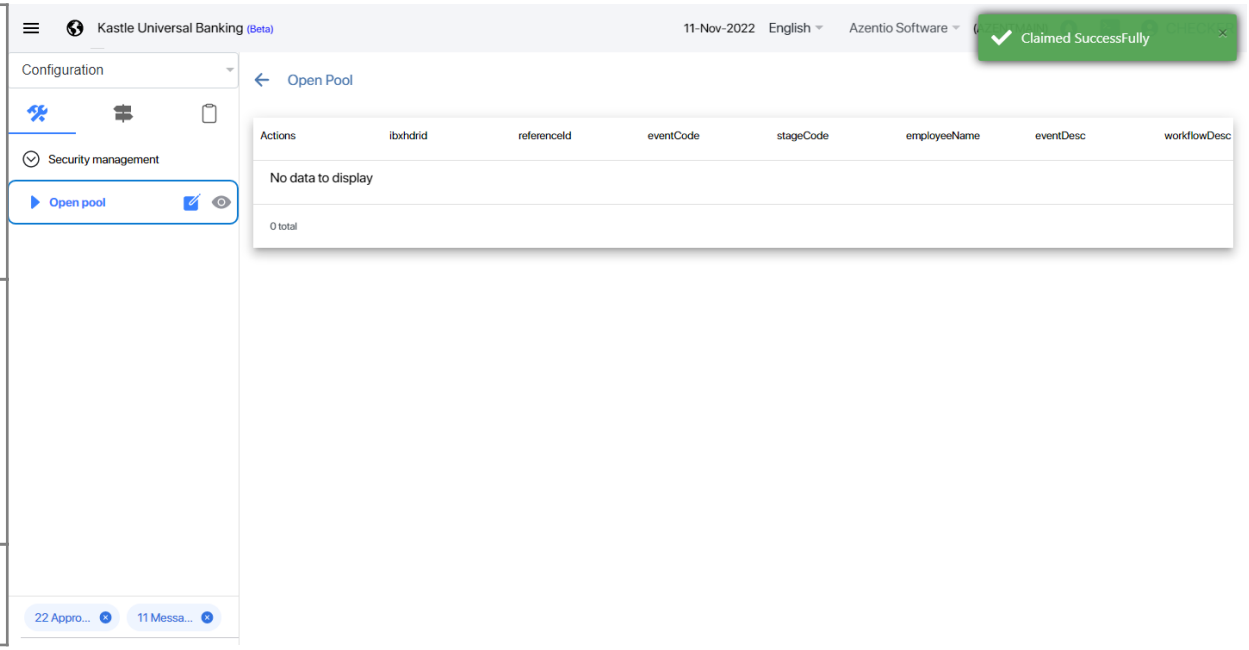
(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

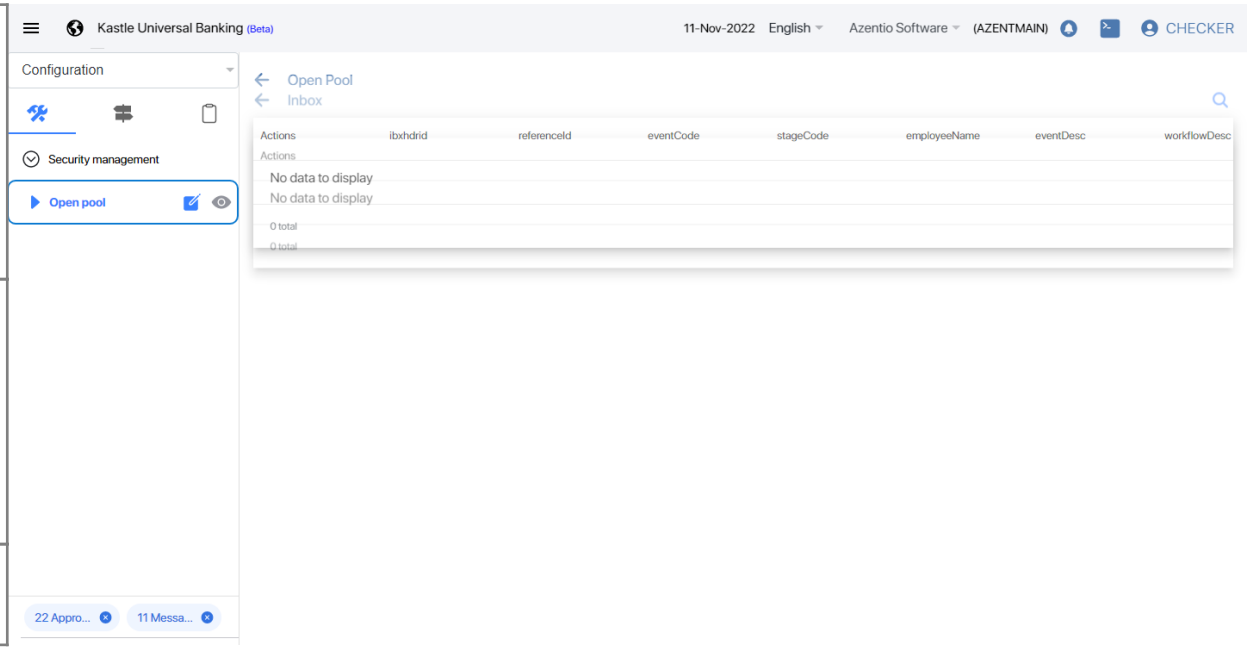
(F) Checking the Fixed Asset functionality



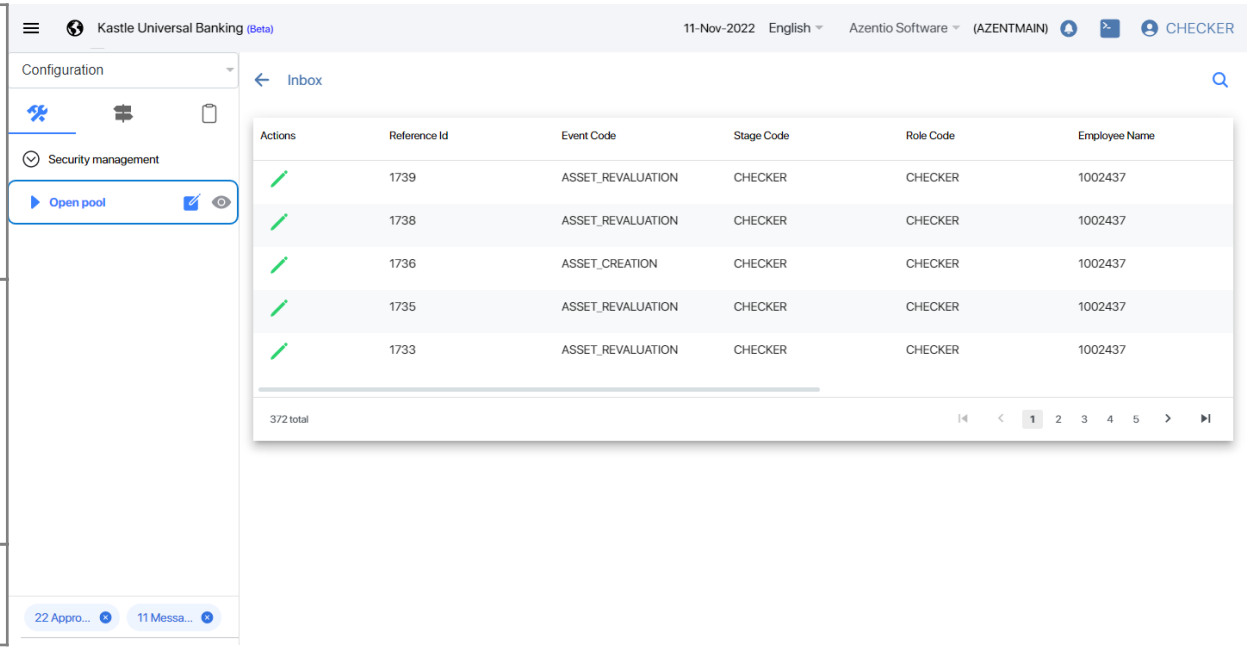
(Step) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

(F) Checking the Fixed Asset functionality



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

(S) GL should be mapped to the asset and displayed in the list view of Asset GL sub module

(F) Checking the Fixed Asset functionality