Cucumber Report

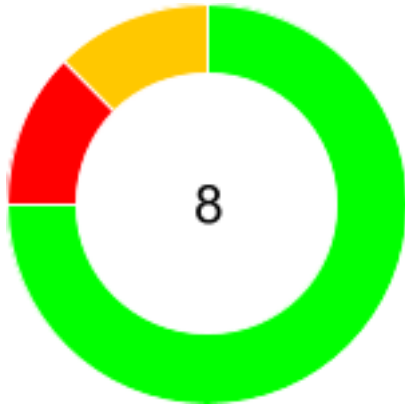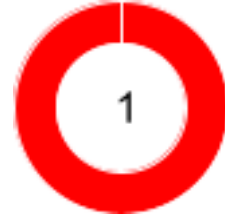| Start : Jan 24, 8:02:34.651 PM	End : Jan 24, 8:03:04.463 PM	Duration : 29.812 s
Features	Scenarios	Steps
PASSED - 0 FAILED - 1 SKIPPED - 0	PASSED - 0 FAILED - 1 SKIPPED - 0	PASSED - 6 FAILED - 1 SKIPPED - 1

Features: 1

Scenarios: 1

Steps: 8

Features Pass %: 0 %

Scenarios Pass %: 0 %

Steps Pass %: 75 %

#	Feature Name	T	P	F	S	Duration
1	Checking the Supplementary Budget UAT functionality	1	0	1	0	29.812 s
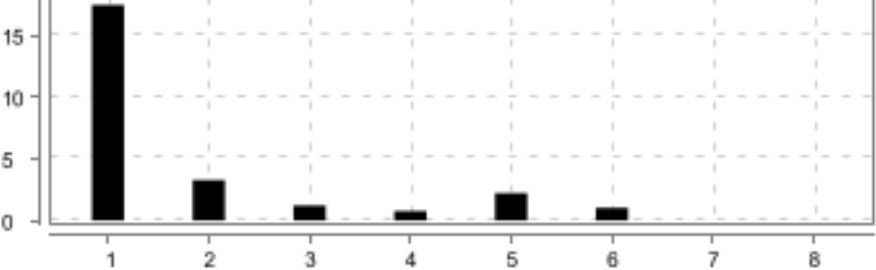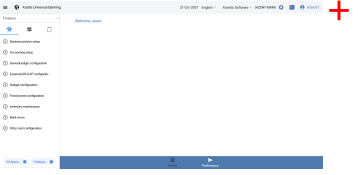
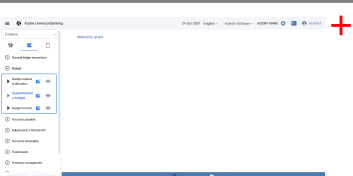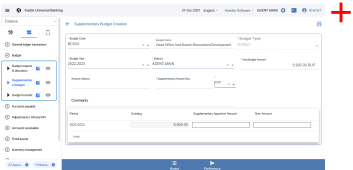| #	Feature Name	Scenario Name	T	P	F	S	Duration
1	Checking the Supplementary Budget UAT functionality	System should allocate more requested amount for the inputted budget code	8	6	1	1	29.809 s

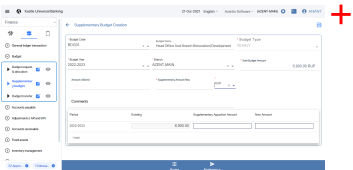## (F)- Checking the Supplementary Budget UAT functionality

FAILED	DURATION - 29.812 s	Scenarios		Steps	
		Total - 1		Total - 8	
/ 8:02:34.651 PM // 8:03:04.463 PM /		Pass - 0	**1**	Pass - 6	**8**
		Fail - 1		Fail - 1	
		Skip - 0		Skip - 1	

(S)- System should allocate more requested amount for the inputted budget code

FAILED	DURATION - 29.809 s		Steps	
/ 8:02:34.654 PM // 8:03:04.463 PM /			Total - 8	
Checking the Supplementary Budget UAT functionality			Pass - 6	**8**
@SupplementaryBudget_KUBS_BP_UAT_005_00-2			Fail - 1	
			Skip - 1	

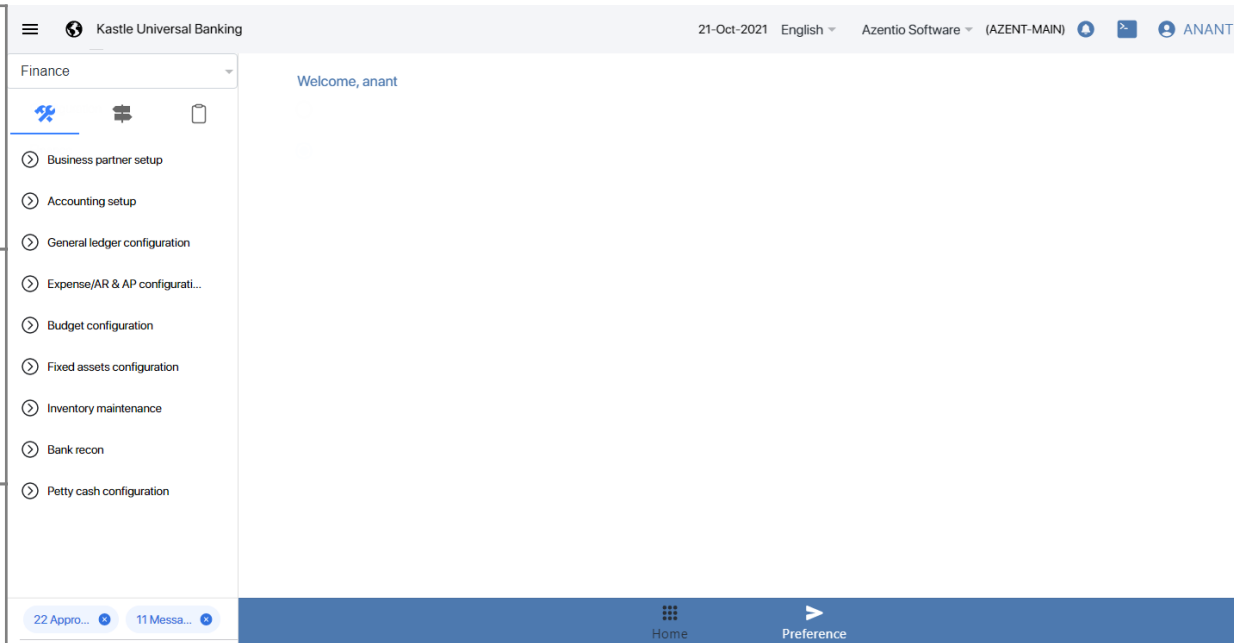| #	Step / Hook Details	Status	Duration
1	Given maker should navigate to the url and login with valid credentials UAT	PASSED	17.440 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.210 s
	screenshot		
2	And maker should navigate to the budget module UAT	PASSED	3.272 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.347 s
	screenshot		

#	Step / Hook Details	Status	Duration
3	And maker click on budget field UAT	PASSED	1.221 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.325 s
	screenshot		
4	When maker click on budget supplementary eye icon UAT	PASSED	0.754 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.117 s
	screenshot		
5	And click on add button on budget supplementary view page UAT	PASSED	2.217 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.177 s
	screenshot		
6	Then fill the input fields UAT	PASSED	1.040 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.106 s
	screenshot		

#	Step / Hook Details	Status	Duration
	+		
7	Then fill apportion amount and save the record UAT	FAILED	0.000 s
	Step undefined		
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.115 s
	screenshot		
	+		
8	Then validate maker can submit the record UAT	SKIPPED	0.000 s

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

(S) System should allocate more requested amount for the inputted budget code
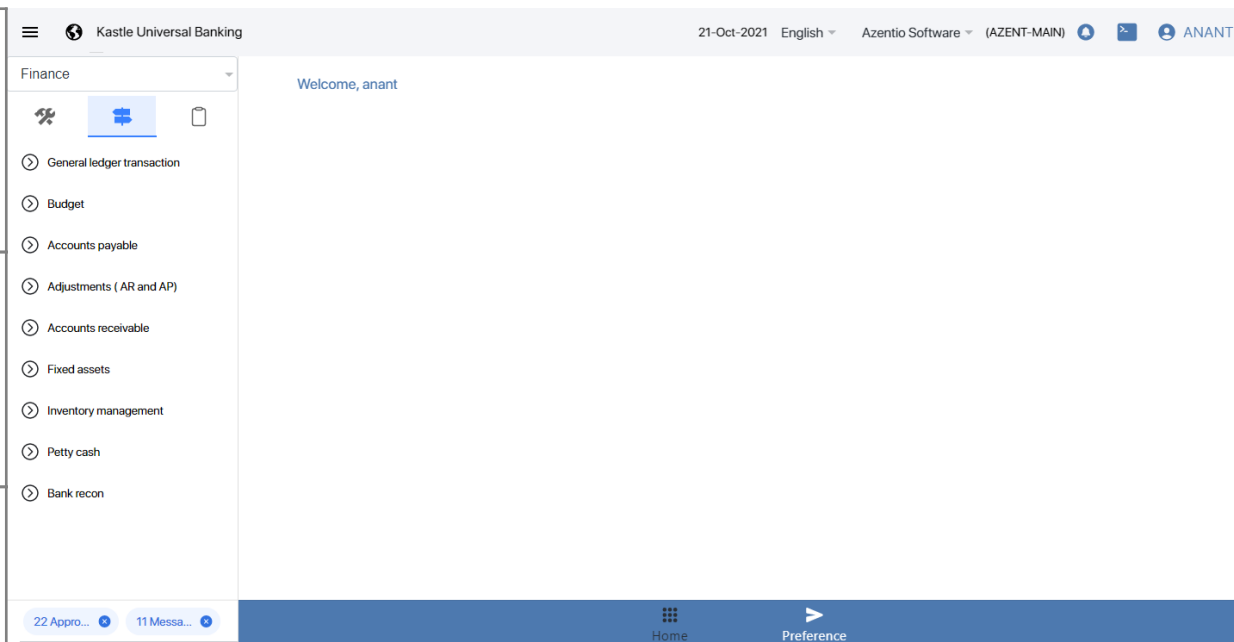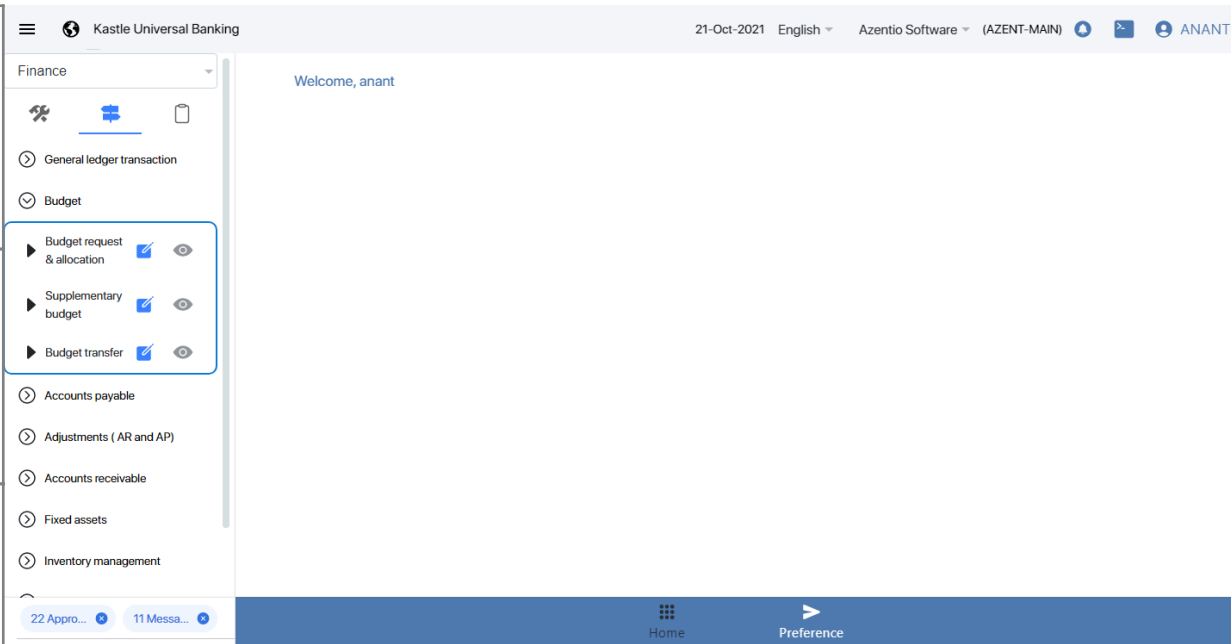
(F) Checking the Supplementary Budget UAT functionality

Kastle Universal Banking   21-Oct-2021   English   Azentio Software   (AZENT-MAIN)   ANANT

Finance

Business partner setup
Accounting setup
General ledger configuration
Expense/AR & AP configurati...
Budget configuration
Fixed assets configuration
Inventory maintenance
Bank recon
Petty cash configuration

Welcome, anant

22 Appro...   11 Messa...

Home   Preference

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

(S) System should allocate more requested amount for the inputted budget code
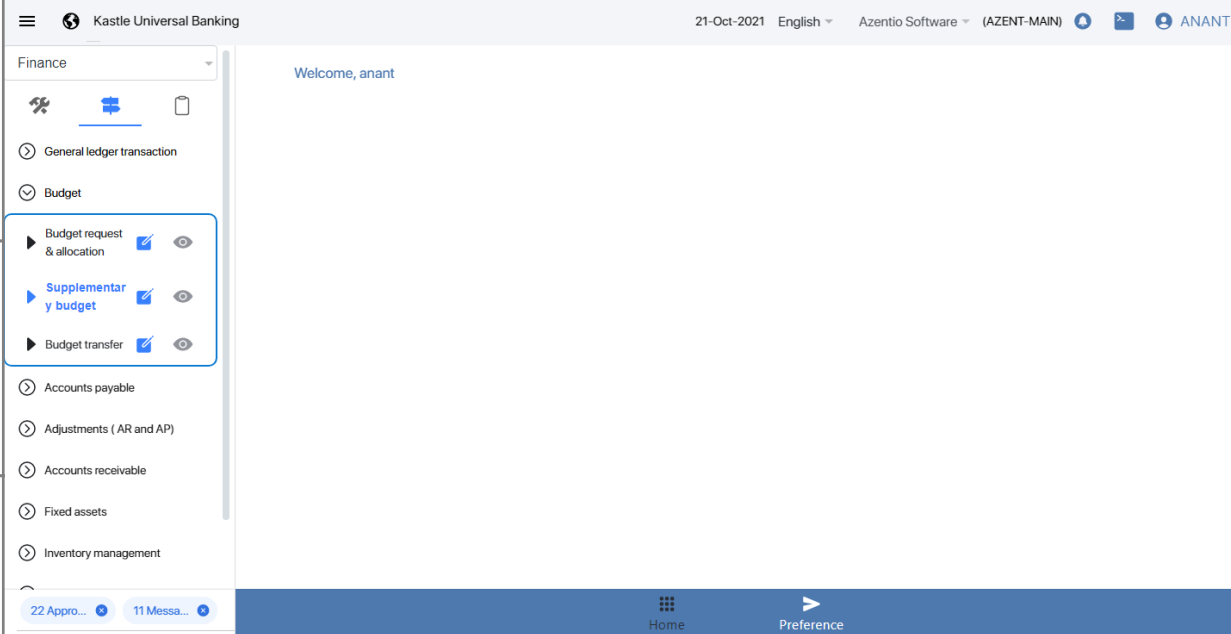
(F) Checking the Supplementary Budget UAT functionality

Kastle Universal Banking   21-Oct-2021   English   Azentio Software   (AZENT-MAIN)   ANANT

Finance

General ledger transaction
Budget
Accounts payable
Adjustments (AR and AP)
Accounts receivable
Fixed assets
Inventory management
Petty cash
Bank recon

Welcome, anant

22 Appro...   11 Messa...

Home   Preference

(Step) AFTER_STEP - stepdefinitions. HooksClass.addScreenshot(io.cucumber. java.Scenario)	
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(F) Checking the Supplementary Budget UAT functionality	

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

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