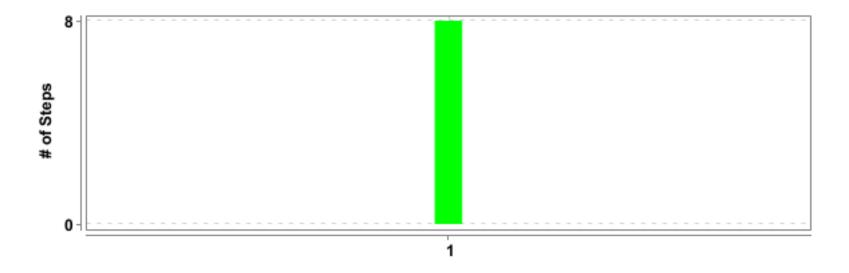


FEATURES SUMMARY -- 2 --



#	Feature Name	T	P	F	S	Duration
1	Check the Functionality of the GL1 Module	1	1	0	0	19.599 s

SCENARIOS SUMMARY -- 3 --



#	Feature Name	Scenario Name	T	P	F	S	Duration
1	Check the Functionality of the GL1	Check the created COA can be modified after use of COA if	8	8	0	0	19.594 s
	Module	GL entries are passed for the COA					

DETAILED SECTION -- 4 --

(F)- Check the Functionality of the GL1 Module

PASSED	DURATION - 19.599 s	Scenarios		Steps	
		Total - 1		Total - 8	
/ 5:53:37.958 pm	// 5:53:57.557 pm /	Pass - 1	1	Pass - 8	8
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

(S)- Check the created COA can be modified after use of COA if GL entries are passed for the COA

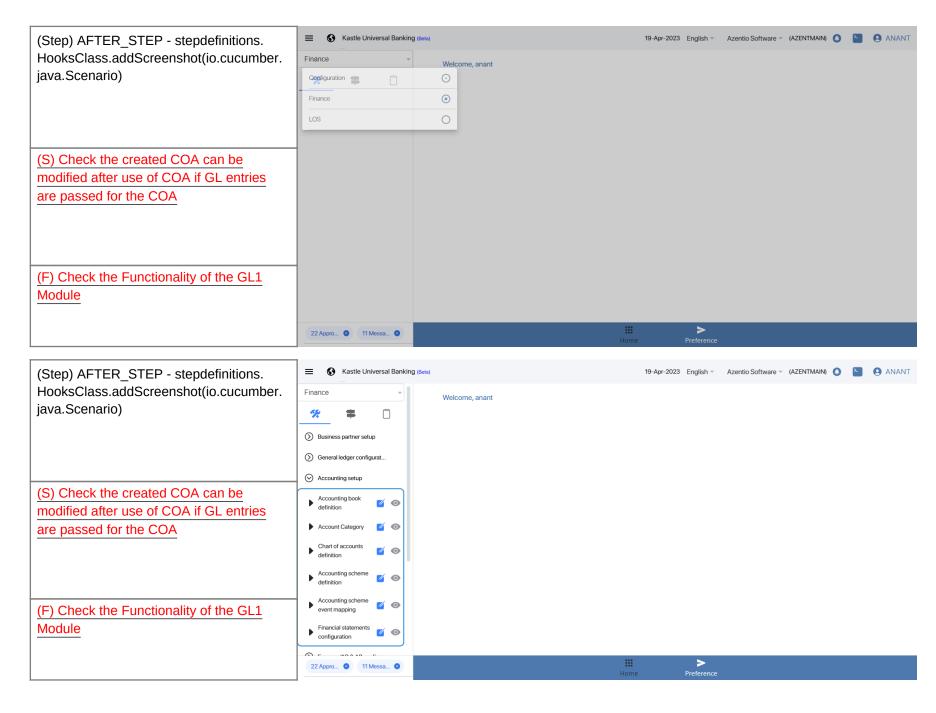
PASSED DURATION - 19.594 s											Steps		
/ 5:53:37.963 pm // 5:53:57.557 pm /	10 -										Total - 8		
7 3.33.37.303 pm7 3.33.37.337 pm7	5 -	-									Pass - 8	R	
Check the Functionality of the GL1 Module											Fail - 0	, °	
@KUBS_GL_UAT_005_006	0 -	1	. 💂	<u> </u>							Skip - 0		'
			1	2	3	4	5	6	7	8			

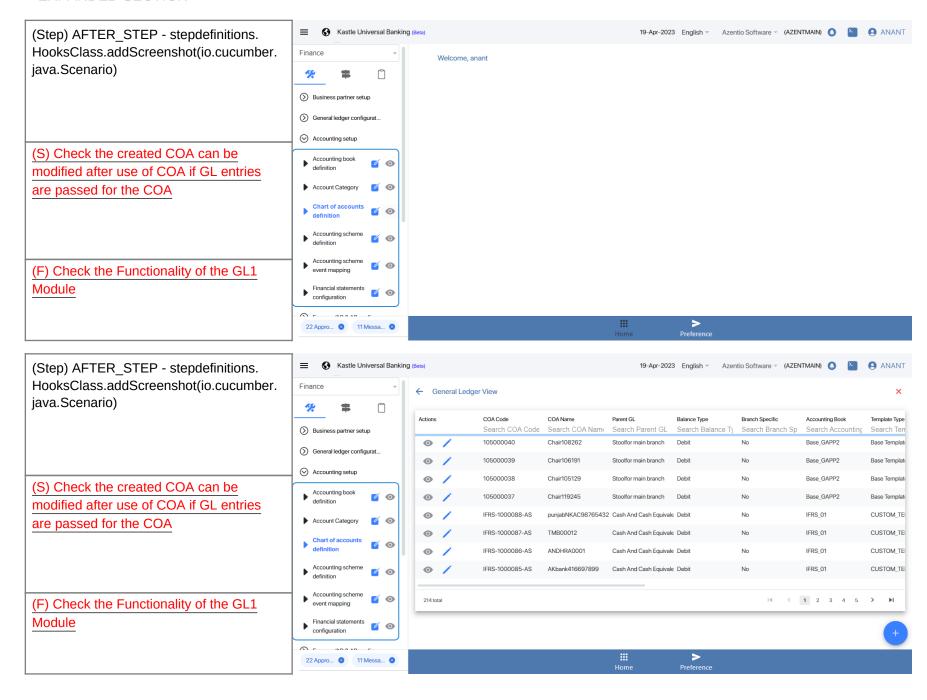
#	Step / Hook Details	Status	Duration
1	Given User should go to the kubs url and login as a maker user	PASSED	11.873 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.243 s
	screenshot		
	**		
2	And user should navigate to accounting setup menu	PASSED	0.629 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.137 s
	screenshot		

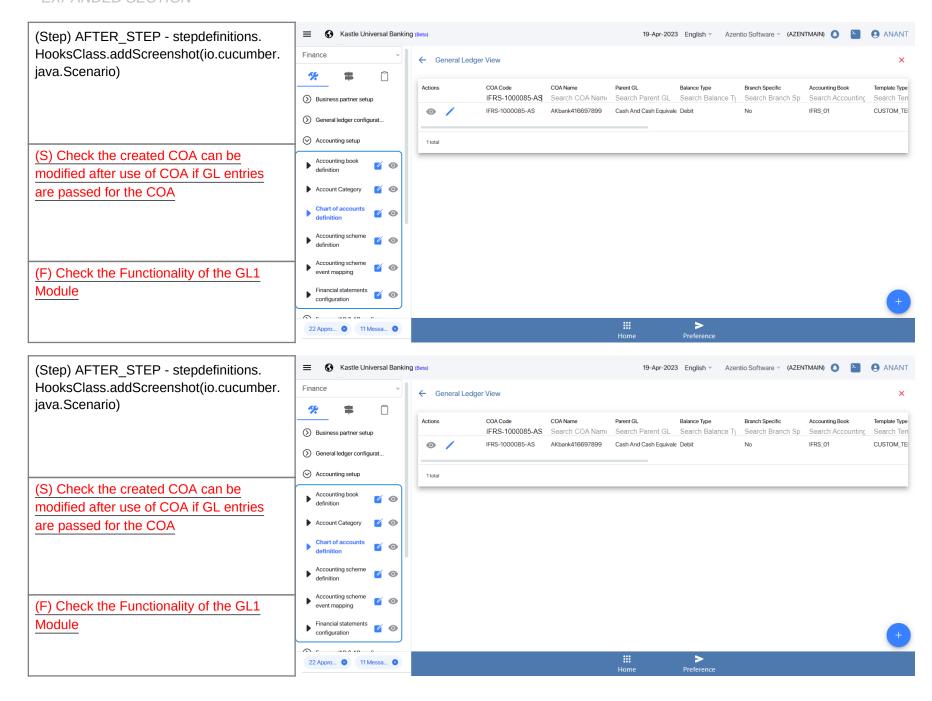
3 Then click on eye button of chart of accounts definition submenu AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) FASSED 0.190 s PASSED 0.400 s PASSED 0.400 s PASSED 0.194 s AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) Screenshot Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screenshot (io.cucumber.java. Scenario) AFTER_STEP - stepdefinitions. Hooks Class. add Screen	#	Step / Hook Details	Status	Duration
AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 4 Then click on search button AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 5 Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) pASSED O.294 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) pASSED O.174 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED O.391 s O.400 s				
screenshot 4 Then click on search button AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) 5 Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.294 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.174 s 4 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s	3	·	PASSED	
4 Then click on search button PASSED 0.194 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot Then search used COA code for which GL entries are passed PASSED 0.294 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.101 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s		AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.400 s
4 Then click on search button PASSED 0.194 s AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot 5 Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.101 s		screenshot		
AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.261 s 0.261 s				
screenshot Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.101 s PASSED 0.351 s	4	Then click on search button	PASSED	0.194 s
5 Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 6 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.294 s 0.174 s 0.174 s		AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.261 s
Then search used COA code for which GL entries are passed AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) Screenshot Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.294 s 0.174 s 0.174 s		screenshot		
AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 6 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.174 s PASSED 0.174 s 0.174 s		The state of the		
Screenshot 6 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s	5	Then search used COA code for which GL entries are passed	PASSED	0.294 s
6 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s		AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.174 s
6 Then click on pencil button to modify the COA AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.101 s 0.351 s		screenshot		
AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s				
AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) PASSED 0.351 s	6	Then click on pencil button to modify the COA	PASSED	0.101 s
screenshot			PASSED	0.351 s
		screenshot]	

#	Step / Hook Details	Status	Duration
	■ Contractive State of the contractive State		
7	Then modify the COA details for which GL entries are passed	PASSED	0.221 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.155 s
	screenshot		
	The state of the s		
8	Then Save and check the modified record of used leaf COA	PASSED	1.343 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.142 s
	screenshot		

EXPANDED SECTION -- 7







EXPANDED SECTION -- 10 --

