Cucumber Report

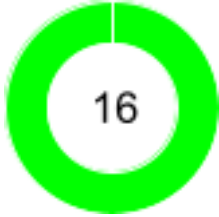| *Start : Aug 23, 2:46:43.585 pm*	*End : Aug 23, 2:47:23.572 pm*	*Duration : 39.987 s*
Features	Scenarios	Steps
PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 16 FAILED - 0 SKIPPED - 0

#	Feature Name	T	P	F	S	Duration
1	Check the functionality of Living Expenses Master	1	1	0	0	39.987 s
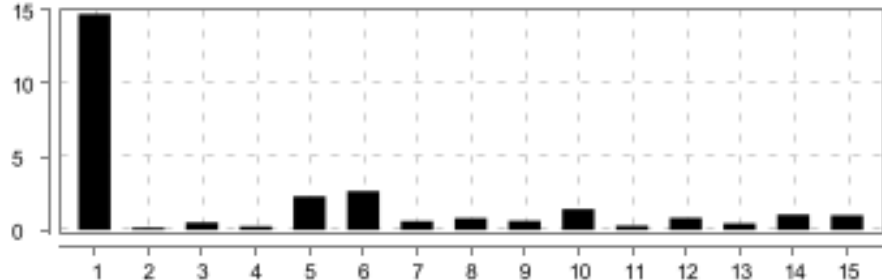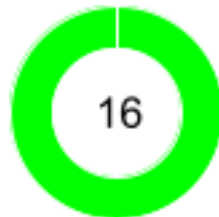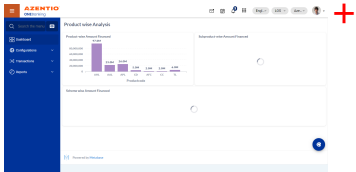
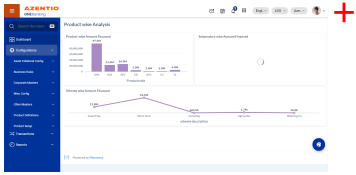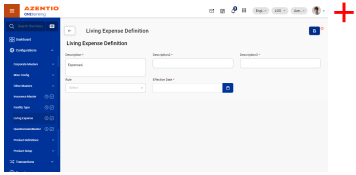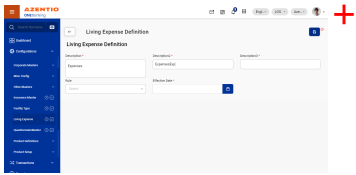| #	Feature Name	Scenario Name	T	P	F	S	Duration
1	Check the functionality of Living Expenses Master	verify system allow user to modify the Living Expenses	16	16	0	0	39.978 s

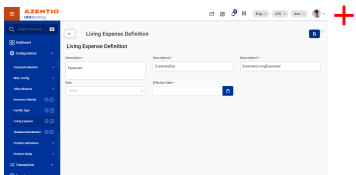## (F)- Check the functionality of Living Expenses Master

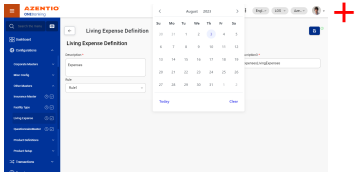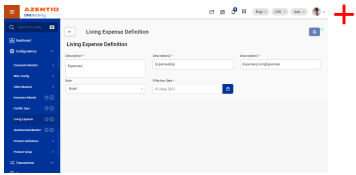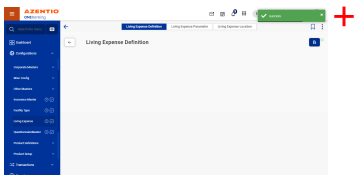| PASSED	DURATION - 39.987 s	Scenarios		Steps	
		Total - 1	1	Total - 16	16
/ 2:46:43.585 pm // 2:47:23.572 pm /		Pass - 1		Pass - 16	
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

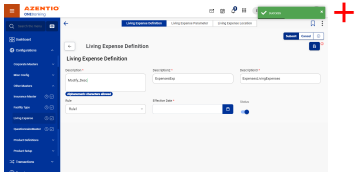## (S)- verify system allow user to modify the Living Expenses

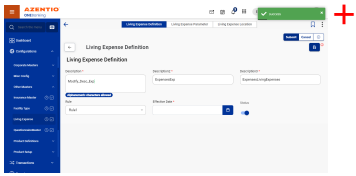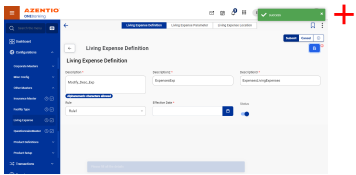| PASSED	DURATION - 39.978 s		Steps	
			Total - 16	16
/ 2:46:43.594 pm // 2:47:23.572 pm /			Pass - 16	
Check the functionality of Living Expenses Master			Fail - 0	
@AT_LE_006_Modification			Skip - 0	

#	Step / Hook Details	Status	Duration
1	Given user log in as uls application maker	PASSED	14.735 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.877 s
	screenshot		
2	Then user click on configurations Tab	PASSED	0.166 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.323 s
	screenshot		

#	Step / Hook Details	Status	Duration
3	And user click on Other Masters Tab	PASSED	0.523 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.315 s
	screenshot		
4	And user click on List view Icon of Living Expenses	PASSED	0.249 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.524 s
	screenshot		
5	And user click on Add Icon for Living Expenses	PASSED	2.289 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.301 s
	screenshot		
6	And user Enter value in Description and verify it	PASSED	2.651 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.234 s
	screenshot		

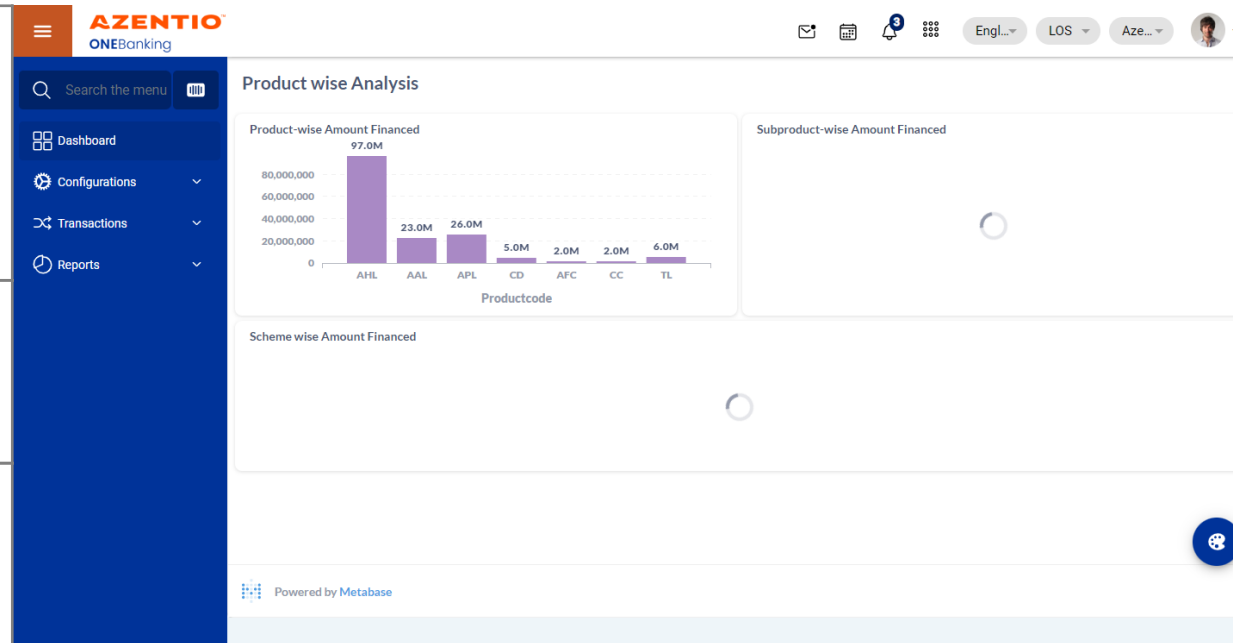| #	Step / Hook Details	Status	Duration
7	And user Enter value in Description2 and verify it	PASSED	0.613 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.240 s
8	And user Enter value in Description3 and verify it	PASSED	0.797 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.250 s
9	And user select Rule value and verify it	PASSED	0.626 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot 	PASSED	0.323 s
10	And user choose Calender Effective Date and verify it	PASSED	1.420 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario) screenshot	PASSED	0.228 s

#	Step / Hook Details	Status	Duration
11	And user save the Record in Living Expenses	PASSED	0.287 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.253 s
	screenshot		
12	And user Goto the Temp view screen of living Expense	PASSED	0.827 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.403 s
	screenshot		
13	And user click on First record in living Expense	PASSED	0.449 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.579 s
	screenshot		
14	And user Enter Modify value in Description and verify it	PASSED	1.044 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.271 s
	screenshot		

#	Step / Hook Details	Status	Duration
15	And user Enter Modify value in Description2 and verify it	PASSED	0.993 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.327 s
	screenshot		
16	And user try to update the Modified Record	PASSED	0.389 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.288 s
	screenshot		

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

(S) verify system allow user to modify the Living Expenses

(F) Check the functionality of Living Expenses Master

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