Cucumber Report

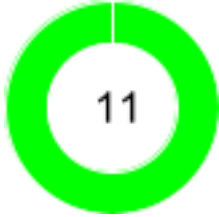| Start : Sep 29, 9:50:51.151 am	End : Sep 29, 9:52:01.149 am	Duration : 1 m 9.998 s
Features	Scenarios	Steps
PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 1 FAILED - 0 SKIPPED - 0	PASSED - 11 FAILED - 0 SKIPPED - 0

#	Feature Name	T	P	F	S	Duration
1	Check the Functionality of Bounce Master	1	1	0	0	1 m 9.998 s
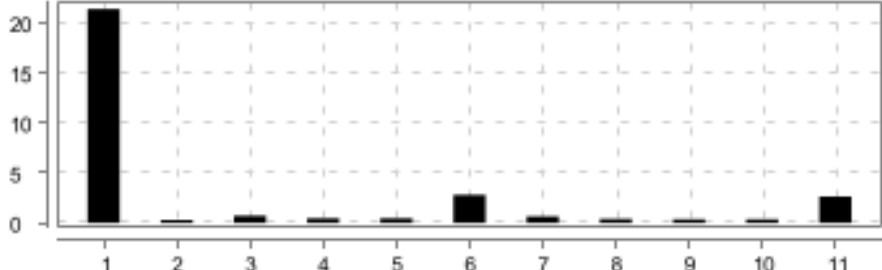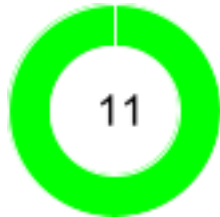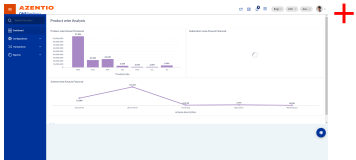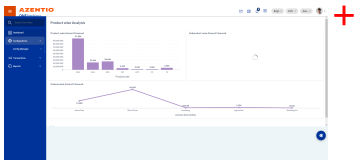
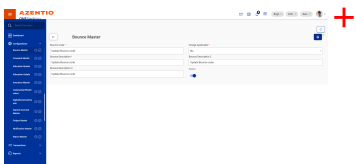| #	Feature Name	Scenario Name	T	P	F	S	Duration
1	Check the Functionality of Bounce Master	verify system allow user to do a modification on before approve the record	11	11	0	0	1 m 9.984 s

(F)- Check the Functionality of Bounce Master

PASSED	DURATION - 1 m 9.998 s	Scenarios		Steps	
		Total - 1		Total - 11	
/ 9:50:51.151 am // 9:52:01.149 am /		Pass - 1	1	Pass - 11	11
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

(S)- verify system allow user to do a modification on before approve the record

PASSED	DURATION - 1 m 9.984 s		Steps	
/ 9:50:51.165 am // 9:52:01.149 am /			Total - 11	
Check the Functionality of Bounce Master			Pass - 11	11
			Fail - 0	
@AT-BM-005			Skip - 0	

#	Step / Hook Details	Status	Duration
1	Given User Launch the KULS application	PASSED	21.415 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	3.150 s
	screenshot 		
2	Then user click on configurations Tab	PASSED	0.308 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.428 s
	screenshot 		

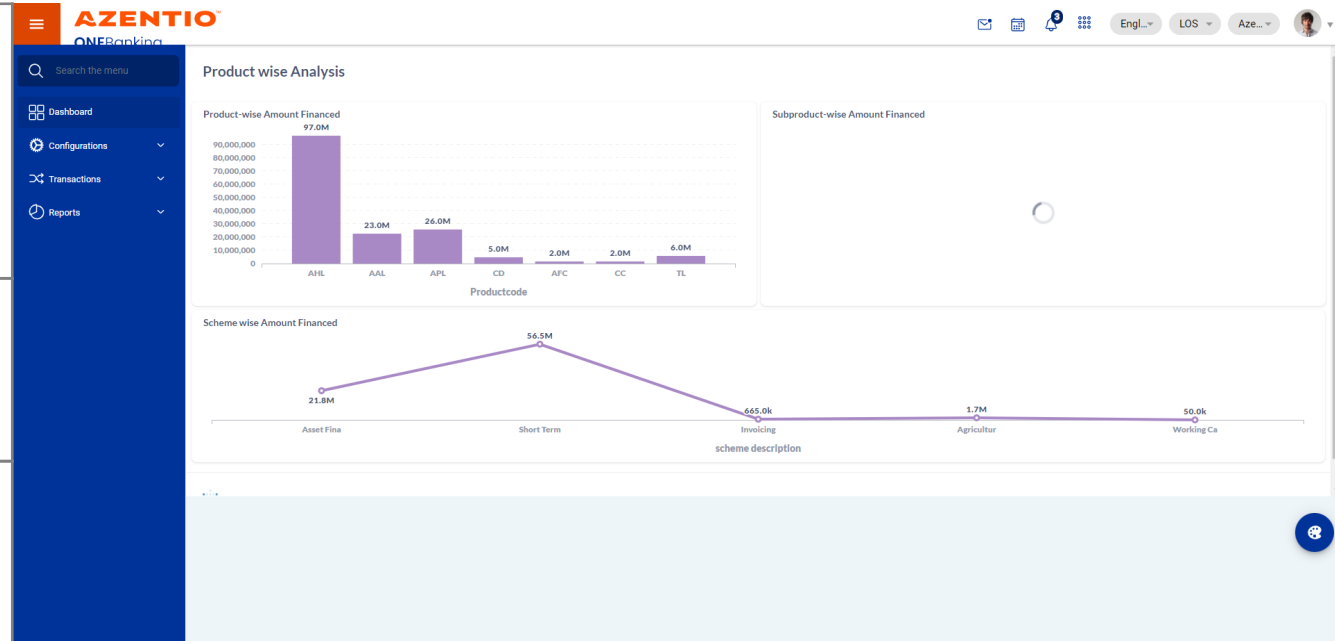| #	Step / Hook Details	Status	Duration
3	When user click Config Manager menu	PASSED	0.722 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.611 s
	screenshot		
4	And User click on Bounce Master Temp view	PASSED	0.451 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	1.169 s
	screenshot		
5	And user click on First Record Edit icon	PASSED	0.467 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	1.001 s
	screenshot		
6	And user update the Bounce code field	PASSED	2.813 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.187 s
	screenshot		
7	And user update the Charge Applicable field	PASSED	0.672 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.385 s
	screenshot		

#	Step / Hook Details	Status	Duration
8	And user update the Bounce Description field	PASSED	0.409 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.195 s
	screenshot 		
9	And user update the Bounce Description2 field	PASSED	0.372 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.169 s
	screenshot 		
10	And user update the Bounce Description3 field	PASSED	0.374 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.175 s
	screenshot 		
11	And user click the save button	PASSED	2.637 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.241 s
	screenshot		

#	Step / Hook Details	Status	Duration

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

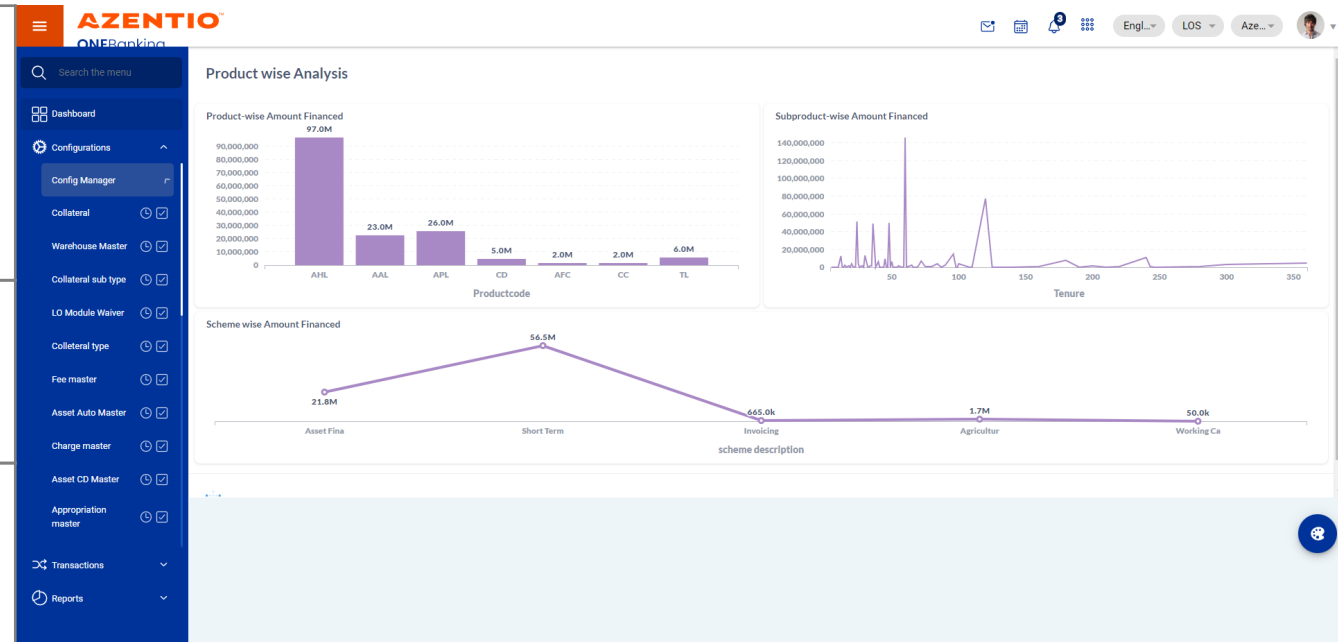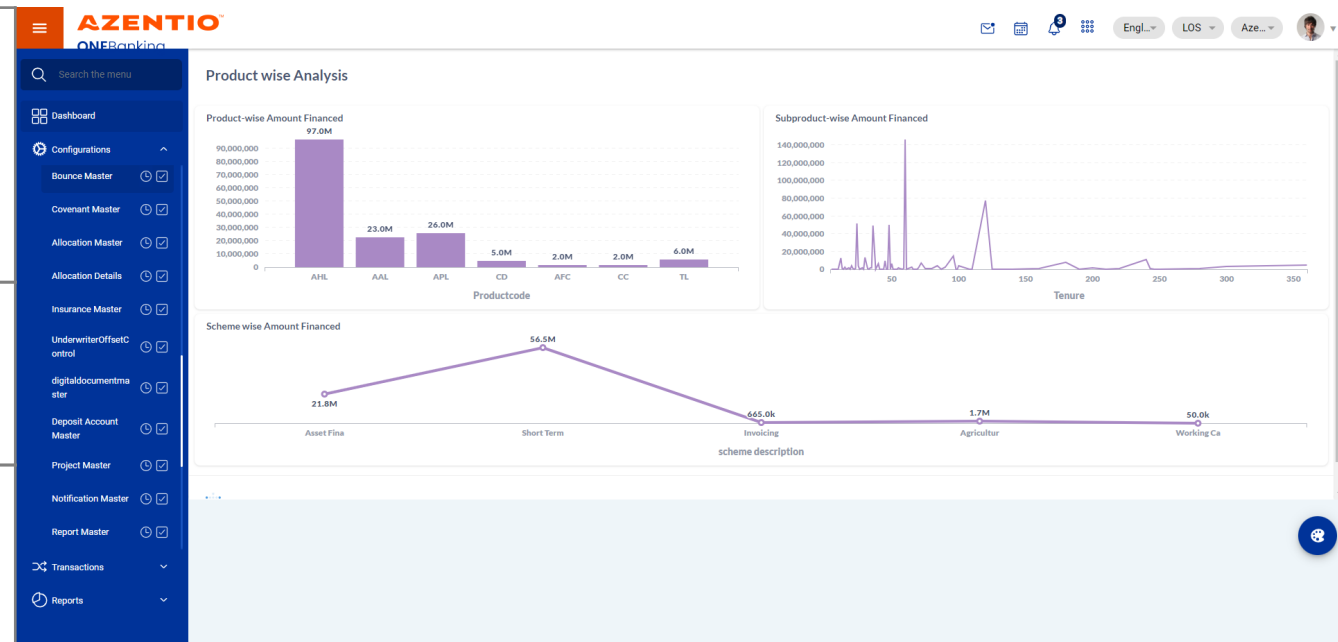(S) verify system allow user to do a modification on before approve the record

(F) Check the Functionality of Bounce Master

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

(S) verify system allow user to do a modification on before approve the record

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(S) verify system allow user to do a modification on before approve the record

(F) Check the Functionality of Bounce Master

AZENTIO
ONEBanking

Search the menu

Dashboard

Configurations ^

    Bounce Master

    Covenant Master

    Allocation Master

    Allocation Details

    Insurance Master

    UnderwriterOffsetControl

    digitaldocumentmaster

    Deposit Account Master

    Project Master

    Notification Master

    Report Master

Transactions ∨

Reports ∨

✔ Success ✕

List Of Bounce Reason

+

Action	Bounce Code	Description	Charge Applicable	Status
✏ 👁	Update Bounce code	Update Bounce code	N	Active
✏ 👁	Update Bounce code	Update Bounce code	N	Active
✏ 👁	BOUNCe4	BOUNCe4	Y	Active
✏ 👁	Bounce 3	Bounce 3	Y	Active
✏ 👁	Bounce2	Bounce2	Y	Active

Showing 1 to 5 of 5 entries   « ‹ **1** › »   5 ∨