

Cucumber Report

29-Sep-2022, 9:52:04 am

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




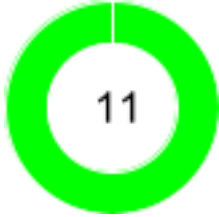


#	Feature Name	T	P	F	S	Duration
1	<u>Check the Functionality of Bounce Master</u>	1	1	0	0	1 m 9.998 s

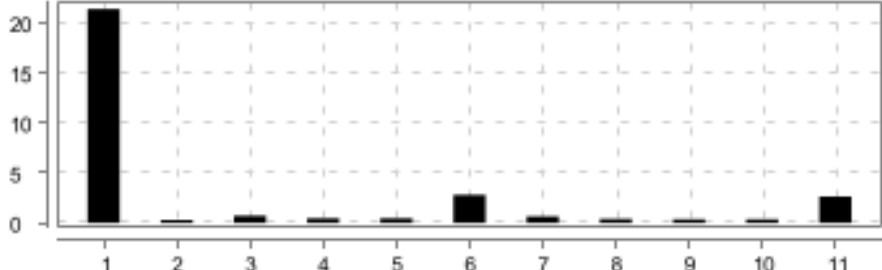
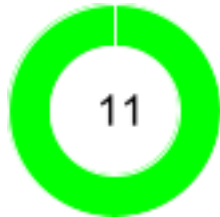


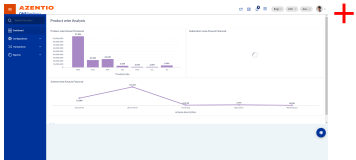
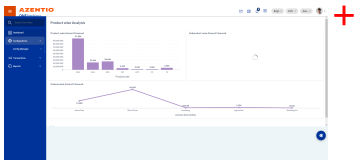
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	<u>Check the Functionality of Bounce Master</u>	<u>verify system allow user to do a modification on before approve the record</u>	11	11	0	0	1 m 9.984 s

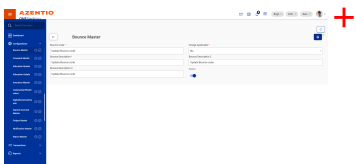
(F)- Check the Functionality of Bounce Master

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

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

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

#	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		

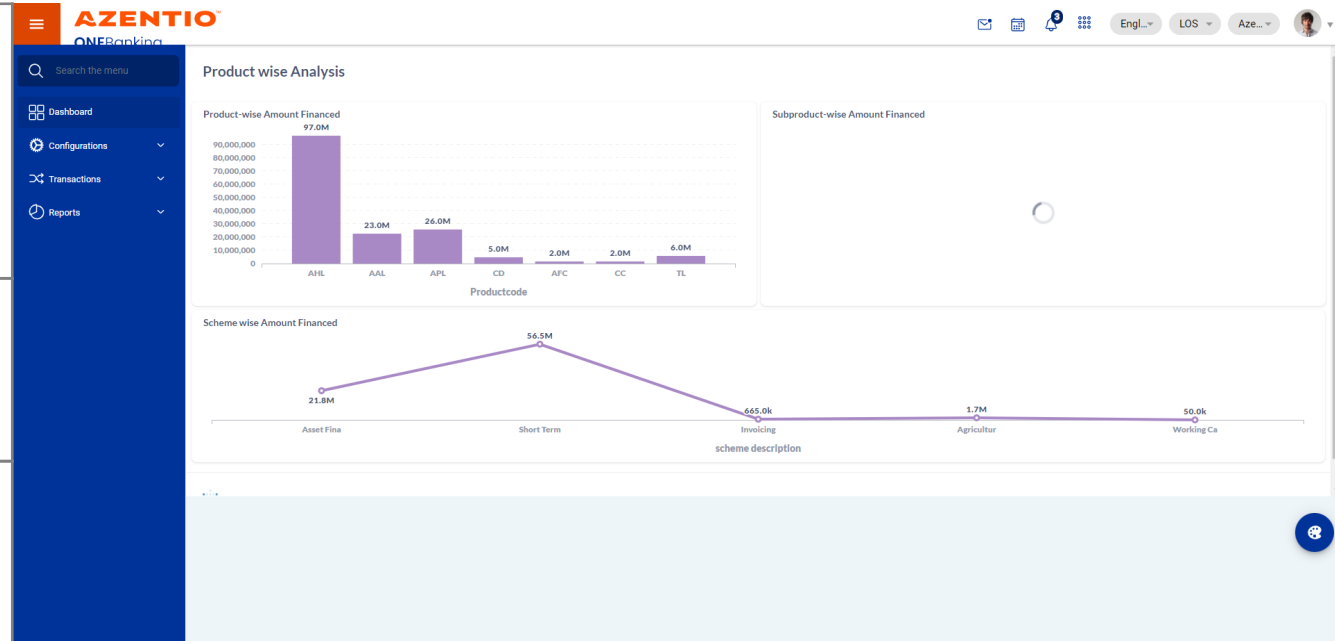
#	Step / Hook Details	Status	Duration
			
8	And user update the Bounce Description field	PASSED	0.409 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.195 s
	screenshot		
			
9	And user update the Bounce Description2 field	PASSED	0.372 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	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

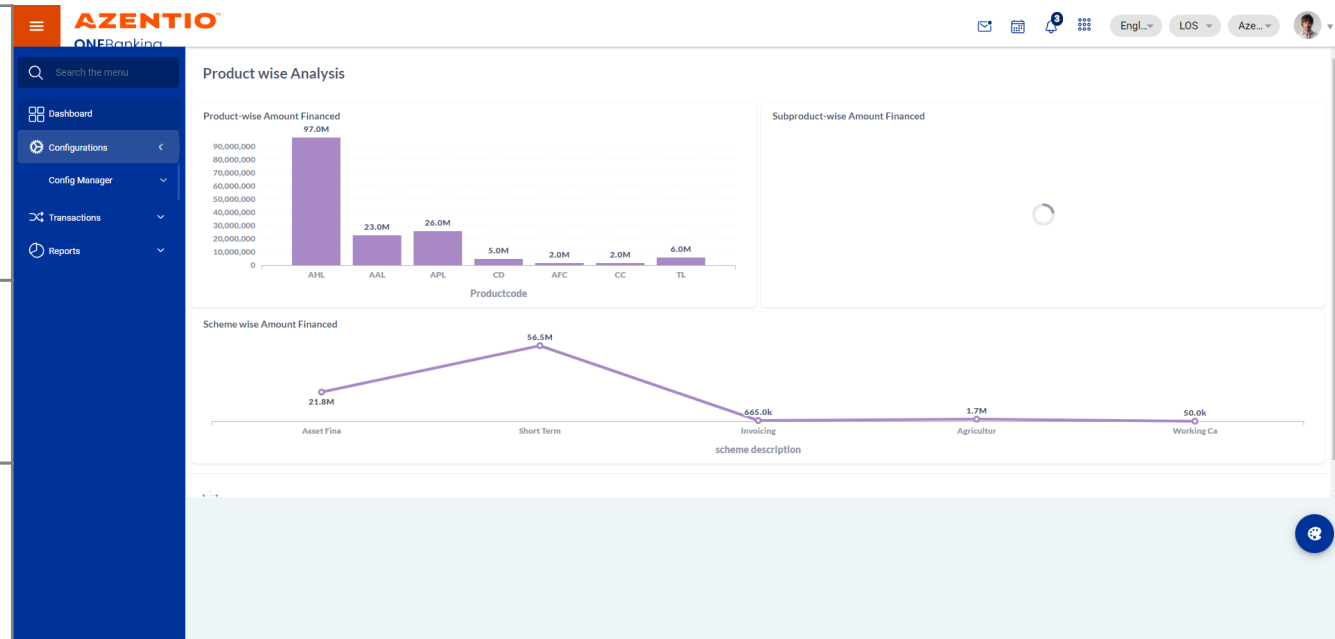
(F) Check the Functionality of Bounce
Master



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

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

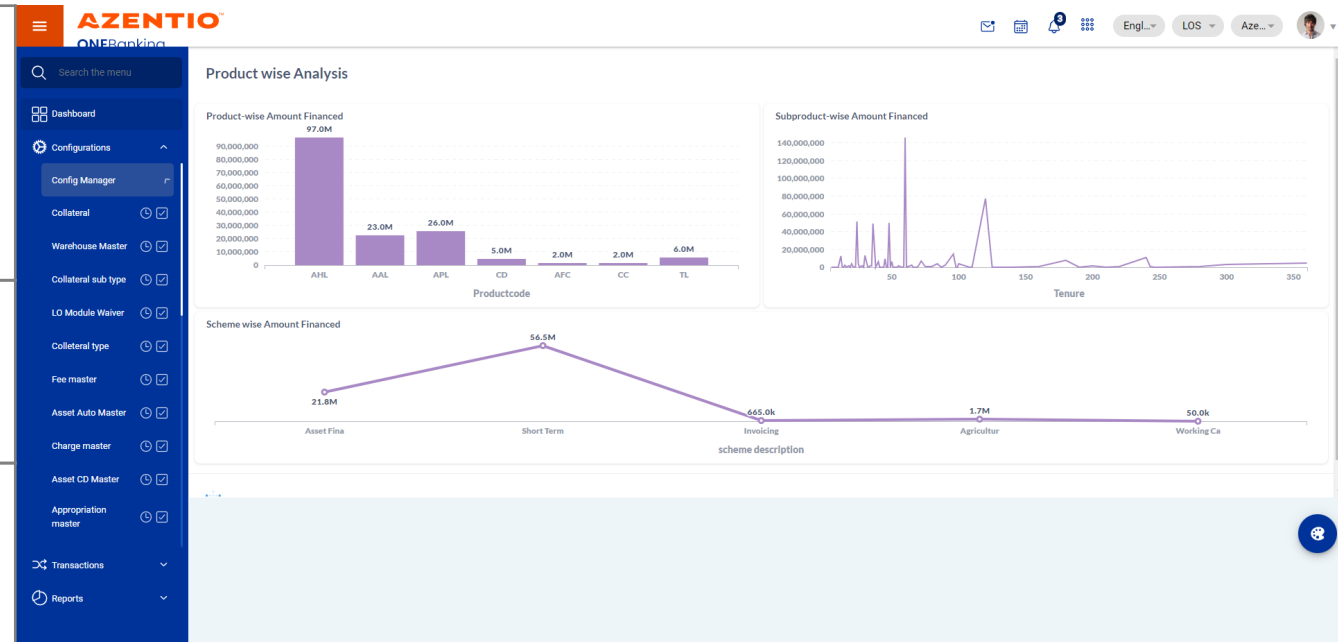
(F) Check the Functionality of Bounce
Master



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

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

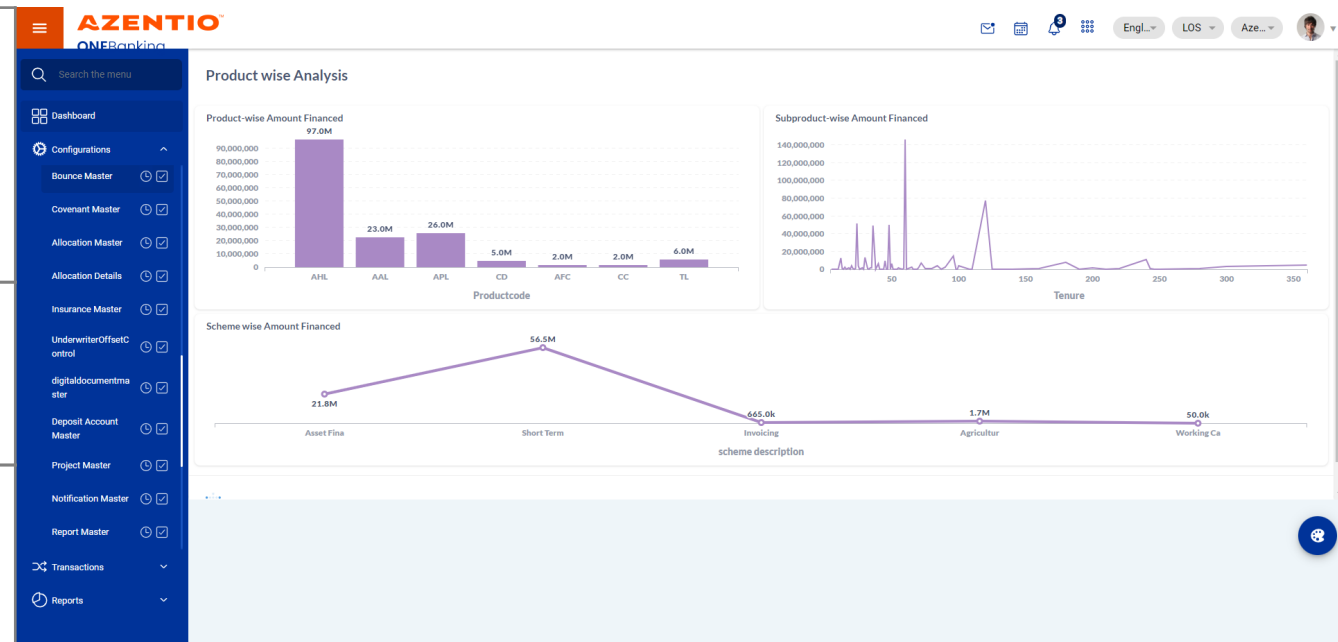
(F) Check the Functionality of Bounce
Master



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

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

(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

(F) Check the Functionality of Bounce
Master

The screenshot displays the AZENTIO ONEBanking interface. On the left is a blue sidebar menu with options: Dashboard, Configurations (Bounce Master, Covenant Master, Allocation Master, Allocation Details, Insurance Master, UnderwriterOffsetControl, digitaldocumentmaster, Deposit Account Master, Project Master, Notification Master, Report Master), Transactions, and Reports. The main area shows a table titled 'List Of Bounce Reason' with columns: Action, Bounce Code, Description, Charge Applicable, and Status. The table contains five entries, all with 'Active' status. At the bottom right, there is a pagination control showing 'Showing 1 to 5 of 5 entries' and a dropdown for '5'.

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

(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

The screenshot displays the AZENTIO ONEBanking interface for the 'Bounce Master' form. The left sidebar is identical to the previous screenshot. The main area shows a form with fields for Bounce Code, Bounce Description, and Bounce Description 3, all containing 'Update Bounce code'. There is also a 'Charge Applicable' dropdown set to 'No', a 'Bounce Description 2' field containing 'Update Bounce code', and a 'Status' toggle switch set to 'On'.

(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

The screenshot shows the AZENTIO ONEBanking interface. On the left is a blue sidebar menu with options: Dashboard, Configurations (Bounce Master, Covenant Master, Allocation Master, Allocation Details, Insurance Master, UnderwriterOffsetControl, digitaldocumentmaster, Deposit Account Master, Project Master, Notification Master, Report Master), Transactions, and Reports. The main area is titled 'Bounce Master' and contains several input fields: 'Bounce Code *' with 'Update Bounce code', 'Bounce Description *' with 'Update Bounce code', and 'Bounce Description 3' with 'Update Bounce code'. On the right, there are dropdowns for 'Charge Applicable *' (set to 'No') and 'Bounce Description 2' (set to 'Update Bounce code'), and a 'Status' toggle switch set to 'Yes'.

(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

This screenshot is identical to the one above, showing the AZENTIO ONEBanking 'Bounce Master' form with the same sidebar menu and input fields.

(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

AZENTIO

ONEBanking

Search the menu

Dashboard

Configurations

Bounce Master

Covenant Master

Allocation Master

Allocation Details

Insurance Master

UnderwriterOffsetC
ontrol

digitaldocumentma
ster

Deposit Account
Master

Project Master

Notification Master

Report Master

Transactions

Reports

Bounce Master

Bounce Code *

Update Bounce code

Bounce Description *

Update Bounce code

Bounce Description 3

Update Bounce code

Charge Applicable *

No

Bounce Description 2

Update Bounce code

Status

(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

AZENTIO

ONEBanking

Search the menu

Dashboard

Configurations

Bounce Master

Covenant Master

Allocation Master

Allocation Details

Insurance Master

UnderwriterOffsetC
ontrol

digitaldocumentma
ster

Deposit Account
Master

Project Master

Notification Master

Report Master

Transactions

Reports

Bounce Master

Bounce Code *

Update Bounce code

Bounce Description *

Update Bounce code

Bounce Description 3

Update Bounce code

Charge Applicable *

No

Bounce Description 2

Update Bounce code

Status

(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

AZENTIO

ONEBOOKING

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

List Of Bounce Reason

Action	Bounce Code	Description	Charge Applicable	Status
<div></div> <div></div>	Update Bounce code	Update Bounce code	N	Action
<div></div> <div></div>	Update Bounce code	Update Bounce code	N	Action
<div></div> <div></div>	BOUNCE4	BOUNCE4	Y	Action
<div></div> <div></div>	Bounce 3	Bounce 3	Y	Action
<div></div> <div></div>	Bounce2	Bounce2	Y	Action

Showing 1 to 5 of 5 entries

<<

<

1

>

>>

5

Success