

# Cucumber Report

Aug 23, 2022, 2:29:11 PM

Start : Aug 23, 2:28:50.591 PM

End : Aug 23, 2:29:10.696 PM

Duration : 20.105 s

Features

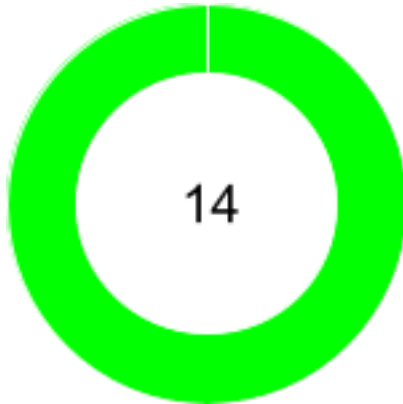
Scenarios

Steps

PASSED - 1  
FAILED - 0  
SKIPPED - 0

PASSED - 1  
FAILED - 0  
SKIPPED - 0

PASSED - 14  
FAILED - 0  
SKIPPED - 0







#	Feature Name	T	P	F	S	Duration
1	<u>IncentiveMaster Functionality</u>	1	1	0	0	20.105 s

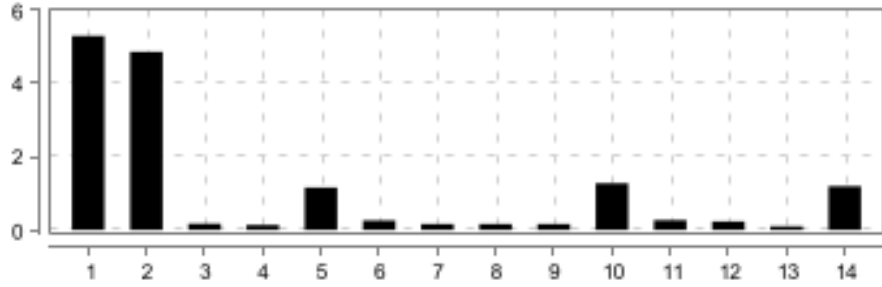



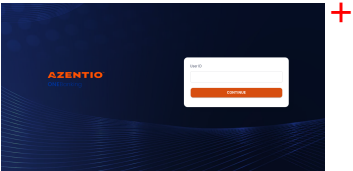
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	<u>IncentiveMaster Functionality</u>	<u>To verify user is able to add new Incentive Master record in the system by entering valid data</u>	14	14	0	0	20.102 s

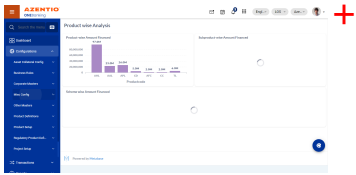
**(F)- IncentiveMaster Functionality**

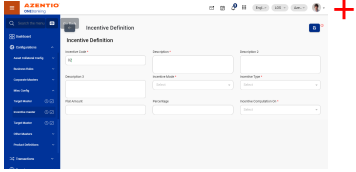
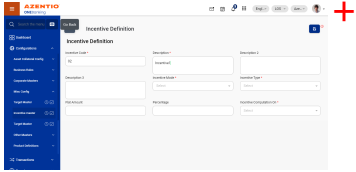
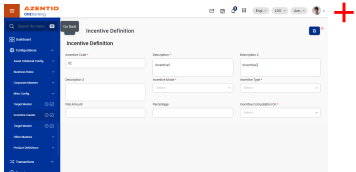
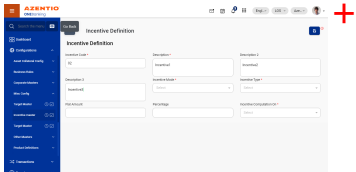
<b>PASSED</b>	<b>DURATION - 20.105 s</b>	Scenarios		Steps	
/ 2:28:50.591 PM // 2:29:10.696 PM /		Total - 1		Total - 14	
		Pass - 1		Pass - 14	
		Fail - 0		Fail - 0	
		Skip - 0		Skip - 0	

**(S)- To verify user is able to add new Incentive Master record in the system by entering valid data**

<div>PASSED</div> <div>DURATION - 20.102 s</div>	 <table border="1"><thead><tr><th>Step</th><th>Count</th></tr></thead><tbody><tr><td>1</td><td>5</td></tr><tr><td>2</td><td>5</td></tr><tr><td>3</td><td>0.2</td></tr><tr><td>4</td><td>0.2</td></tr><tr><td>5</td><td>1</td></tr><tr><td>6</td><td>0.2</td></tr><tr><td>7</td><td>0.2</td></tr><tr><td>8</td><td>0.2</td></tr><tr><td>9</td><td>0.2</td></tr><tr><td>10</td><td>1</td></tr><tr><td>11</td><td>0.2</td></tr><tr><td>12</td><td>0.2</td></tr><tr><td>13</td><td>0.1</td></tr><tr><td>14</td><td>1</td></tr></tbody></table>	Step	Count	1	5	2	5	3	0.2	4	0.2	5	1	6	0.2	7	0.2	8	0.2	9	0.2	10	1	11	0.2	12	0.2	13	0.1	14	1	<div>Steps</div> <div>Total - 14</div> <div>Pass - 14</div> <div>Fail - 0</div> <div>Skip - 0</div>	
Step		Count																															
1		5																															
2		5																															
3	0.2																																
4	0.2																																
5	1																																
6	0.2																																
7	0.2																																
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<div>/ 2:28:50.594 PM // 2:29:10.696 PM /</div>																																	
<div>IncentiveMaster Functionality</div>																																	
<div>@M2 @IncentiveMaster</div>																																	

#	Step / Hook Details	Status	Duration
1	Given User launch the kuls application	PASSED	5.300 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.294 s
	screenshot		
			
2	And User Login as maker	PASSED	4.857 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.115 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
3	Then click on Misc Config	PASSED	0.173 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.128 s
	screenshot 		
4	Then click on Incentive Master eye icon	PASSED	0.136 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.213 s
	screenshot 		
5	Then click on Incentive Master add button	PASSED	1.157 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.216 s
	screenshot 		
6	Then Enter Incentive code	PASSED	0.259 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.130 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
7	Then Enter Incentive Description	PASSED	0.162 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.130 s
	screenshot		
			
8	Then Enter Incentive Description2	PASSED	0.162 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.131 s
	screenshot		
			
9	Then Enter Incentive Description3	PASSED	0.161 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.121 s
	screenshot		
			
10	Then Select Incentive Mode	PASSED	1.275 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.119 s
	screenshot		

#	Step / Hook Details	Status	Duration
			
11	Then Select Incentive Type	PASSED	0.272 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.166 s
	screenshot		
			
12	Then Enter Flat Amount	PASSED	0.230 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.161 s
	screenshot		
			
13	Then Enter Incentive Percentage	PASSED	0.097 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.122 s
	screenshot		
			
14	Then Select Incentive Computation on	PASSED	1.190 s
	AFTER_STEP - stepdefinitions.HooksClass.addScreenshot(io.cucumber.java.Scenario)	PASSED	0.122 s
	screenshot		

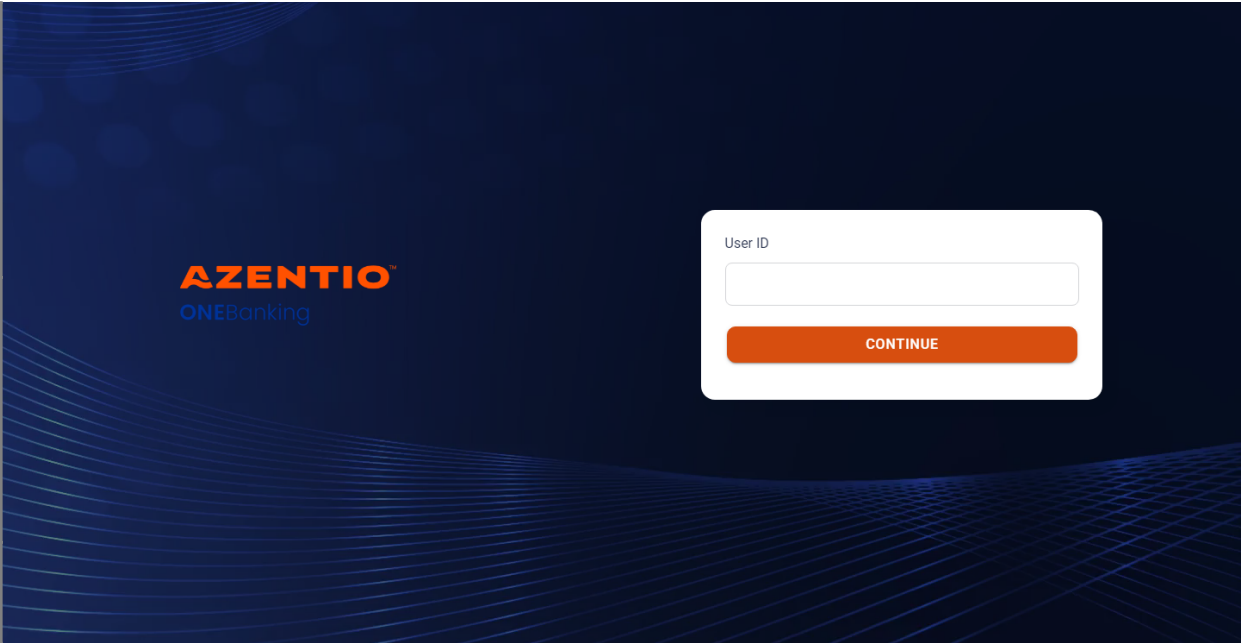
#	Step / Hook Details	Status	Duration
	<div></div>		



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

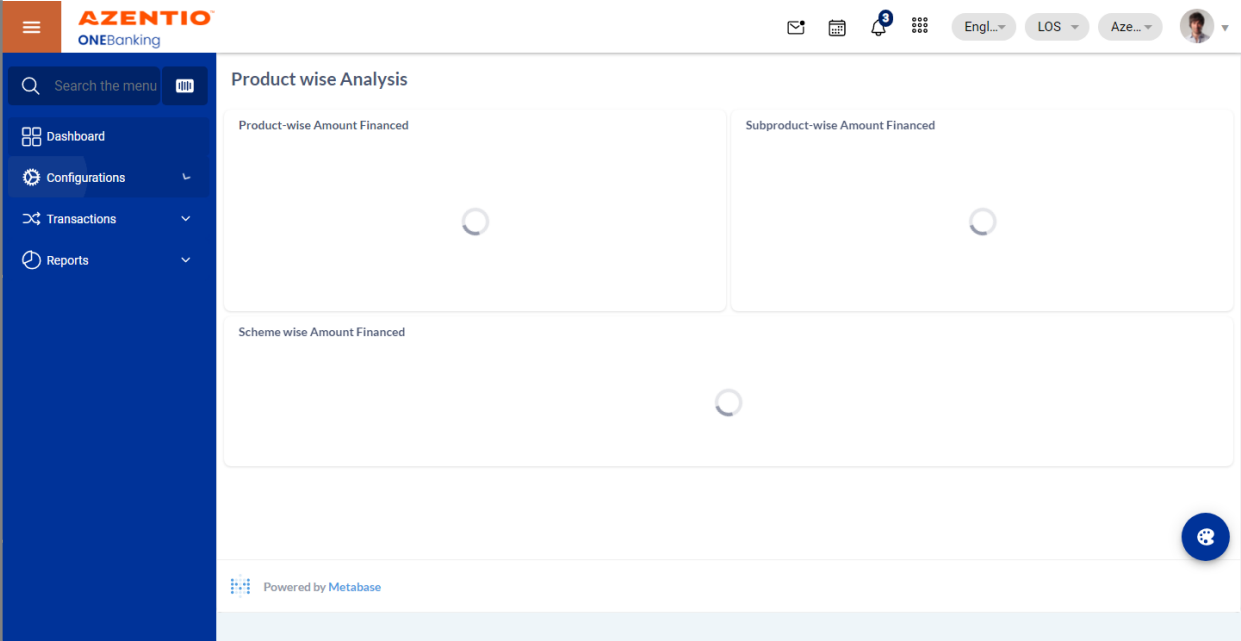
(F) IncentiveMaster Functionality



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

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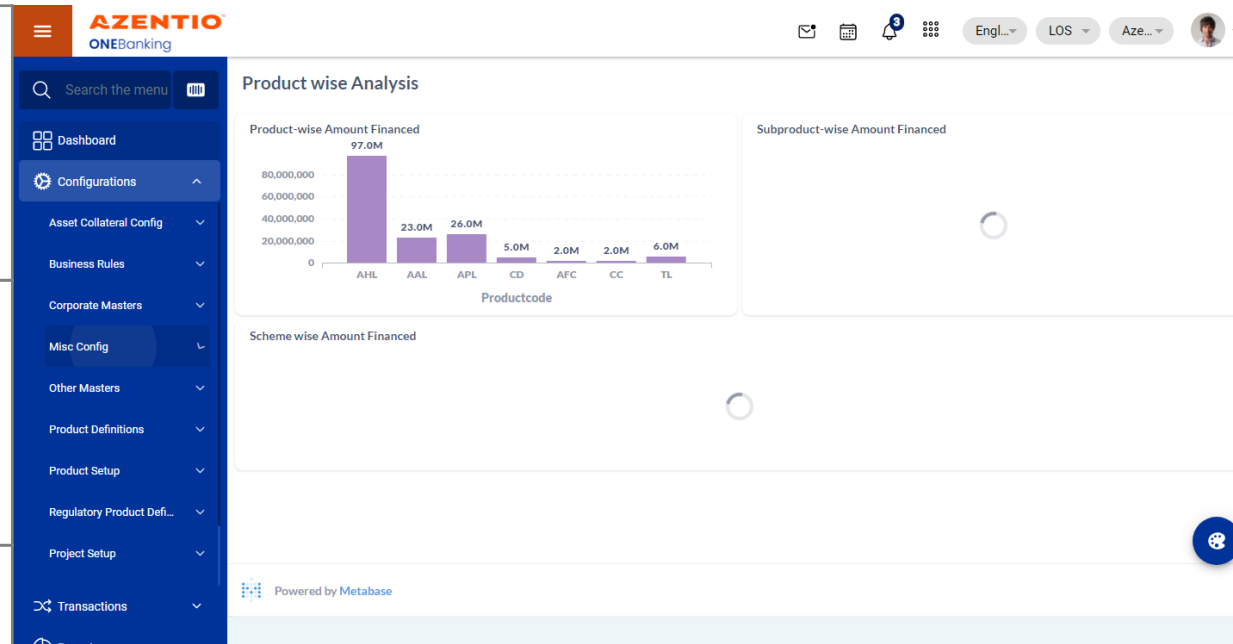
(F) IncentiveMaster Functionality



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
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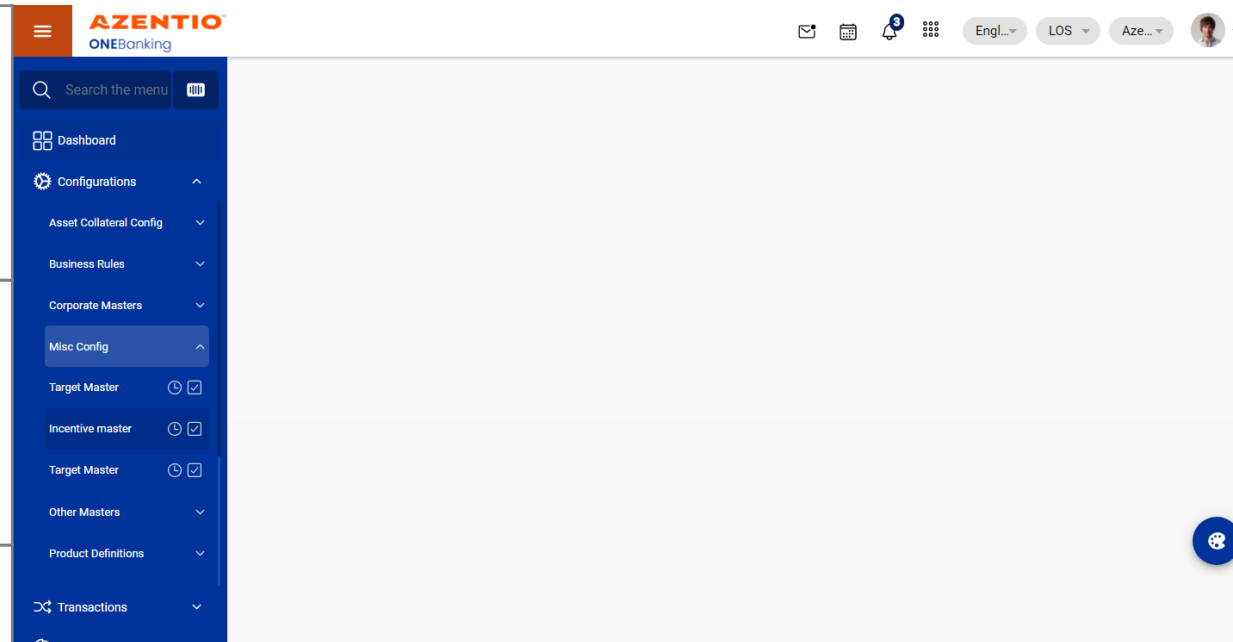
(F) IncentiveMaster Functionality



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
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(F) IncentiveMaster Functionality



(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
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entering valid data

(F) IncentiveMaster Functionality

Action	Description	Incentive Mode	Incentive Type	Status
	ok	57909	57887	Active
	TARGET TARGET	57907	57886	Active
	test123	57908	57887	Active
	Incentives 1	57909	57887	Active
	Desc	57909	57887	Active

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

Incentive Definition

Incentive Code \*

Description \*

Description 2

Description 3

Incentive Mode \*

Incentive Type \*

Flat Amount

Percentage

Incentive Computation On \*

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Go Back Incentive Definition

**Incentive Definition**

Incentive Code \* 02

Description \* Incentive1

Description 2

Description 3

Incentive Mode \* Select

Incentive Type \* Select

Flat Amount

Percentage

Incentive Computation On \* Select

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Go Back Incentive Definition

**Incentive Definition**

Incentive Code \* 02

Description \* Incentive1

Description 2 Incentive2

Description 3

Incentive Mode \* Select

Incentive Type \* Select

Flat Amount

Percentage

Incentive Computation On \* Select

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

The screenshot shows the 'Incentive Definition' form in the AZENTIO ONEBanking application. The left sidebar contains a menu with options: Dashboard, Configurations, Asset Collateral Config, Business Rules, Corporate Masters, Misc Config, Target Master (checked), Incentive master (checked), Target Master (checked), Other Masters, Product Definitions, and Transactions. The main form area has a 'Go Back' button and a 'Save' button. The form fields are: Incentive Code (02), Description (Incentive1), Description 2 (Incentive2), Description 3 (Incentive3), Incentive Mode (Select), Incentive Type (Select), Flat Amount, Percentage, and Incentive Computation On (Select).

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

The screenshot shows the 'Incentive Definition' form in the AZENTIO ONEBanking application, similar to the first screenshot. The 'Incentive Mode' dropdown menu is open, showing options: Select, B (checked), F, P, and T. The other fields are: Incentive Code (02), Description (Incentive1), Description 2 (Incentive2), Description 3 (Incentive3), Incentive Type (Select), Flat Amount, Percentage, and Incentive Computation On (Select).

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Search the menu

**Incentive Definition**

**Incentive Definition**

Incentive Code \*  
02

Description \*  
Incentive1

Description 2  
Incentive2

Description 3  
Incentive3

Incentive Mode \*  
B

Flat Amount

Percentage

Incentive Type \*  
SIMPLE

Select  
Incentive Computation On \*  
CRON  
COLL  
SALES  
SIMPLE ✓

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Search the menu

**Incentive Definition**

**Incentive Definition**

Incentive Code \*  
02

Description \*  
Incentive1

Description 2  
Incentive2

Description 3  
Incentive3

Incentive Mode \*  
B

Flat Amount  
20000

Percentage

Incentive Type \*  
SIMPLE

Incentive Computation On \*  
Select

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
Incentive Master record in the system by  
entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Search the menu

**Incentive Definition**

**Incentive Definition**

Incentive Code \* 02

Description \* Incentive1

Description 2 Incentive2

Description 3 Incentive3

Incentive Mode \* B

Incentive Type \* SIMPLE

Flat Amount 20000

Percentage 10

Incentive Computation On \* Select

(Step) AFTER\_STEP - stepdefinitions.  
HooksClass.addScreenshot(io.cucumber.  
java.Scenario)

(S) To verify user is able to add new  
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entering valid data

(F) IncentiveMaster Functionality

**AZENTIO ONEBanking**

Search the menu

**Incentive Definition**

**Incentive Definition**

Incentive Code \* 02

Description \* Incentive1

Description 2 Incentive2

Description 3 Incentive3

Incentive Mode \* B

Incentive Type \* SIMPLE

Flat Amount 20000

Percentage 10

Incentive Computation On \* AC

Select

AC ✓

SANC