DWA_03.5 Knowledge Check_DWA3.2

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1. User story(ies) in Gherkin syntax for the "+" button.

Scenario: the user want to increase the value on display by 1 or more

GIVEN: when the user clicks on the "+" button on the screen

THEN: the displayed value on display should increase by "1"

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2. User story(ies) in Gherkin syntax for the "-" button.

Scenario: the user want to decrease the value on display by 1 or more

GIVEN: when the user clicks on the "-" button on the screen

THEN: the displayed value on display should decrease by "1"