**Documenting user story**

1. **To make a successful user story we need to know**

**Role/Actor**

**Conditions-what is pre-requirements**

**Action-what should they do**

**Result-what happens?**

**Example**

**Customer can buy a product on the website🡪 this requirement is to vague**

**User story: Customer clicks buy button on product page and product added to shopping basket**

**ROLE: customer 🡪 Given**

**Action: customer can click buy button on the website 🡪 Given**

**condition: on product page 🡪 When**

**Result : product added to shopping basket 🡪 Then**

1. **Testing with gherkin:**

**Manual and automated**

**Meanwhile:entre temps**

**Underneath:dessous**

**Keyword recap:**

**Given: Describes the initial state or context**

**And :Used to elaborate the scenario by extending the steps**

**When : the actual user action to be executed**

**Then: expected result or assert**

**But : if it reads better then and or in a negative situation**

**\*ASTRIX: instead of and if more concise or a list**

**RULE: Groups one or more scenarios together under same business rule**

**Is simply a group in mechanism**

**We can change the language**