

DWA_03.5 Knowledge Check_DWA3.2

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

Feature: We have a button for Plus

Scenario: John is a basketball player so he uses the Tally counter App to help him practice his free shots.

Given: The Tally counter App and hoop.

And: Ball

When: he click on the “+” button to be able to know how many shots he scores

Then: the app keeps count of the overall points scored.

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

Feature: We have a button for Minus

Scenario: John is a basketball player so he uses the Tally counter App to help him practices his free shots

Given: The Tally Counter App and hoop.

And: Ball

When: He misses a shot he clicks on the “-” button to be able to get an overall of how many shots he scores.

Then: The app is able to minus from the overall points he has scored.
