**Hooks**

Hooks are blocks of code that can run at various points in the Cucumber execution cycle. They are typically used for setup and teardown of the environment before and after each scenario.

Where a hook is defined has no impact on what scenarios or steps it is run for. If you want more fine-grained control, you can use conditional hooks.

There are two hooks

@Before

Before hooks run before the first step of each scenario.

@Before

public void doSomethingBefore() {

}

Lambda: Before(() -> { });

@After

After hooks run after the last step of each scenario, even when the step result is failed, undefined, pending, or skipped.

@After

public void doSomethingAfter(Scenario scenario){

// Do something after after scenario

}

Lambda: After((Scenario scenario) -> { });

Like this we have before and after step, before and after all