

# DWA\_03.5 Knowledge Check\_DWA3.2

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

1. *Scenarios*: The user wants to keep count of the people/anything he counts
  2. *GIVEN*: The user has not started counting yet
  3. *WHEN*: They want to start counting and then they click on the button
  4. *THEN*: Start counting by increasing the value on the screen by one when clicked
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2. User story(ies) in Gherkin syntax for the "-" button.

1. *Scenarios*: The user wants to keep count of the people/anything he counts
  2. *GIVEN*: The user has not started counting yet
  3. *WHEN*: They want to start counting and then they click on the button
  4. *THEN*: Start counting by decreasing the value on the screen by one when clicked
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