DWA_03.5 Knowledge Check_DWA3.2

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1. User story(ies) in Gherkin syntax for the "+" button.
    -    Using Tally Count as reference to scenario.

Scenario: What happens when you click the + button
Given: The starting number is between MIN-NUMBER and MAX-NUMBER
And: The + (add) button is enabled
When: The user clicks the + (add) button
Then: The number should be increased, if the number is equal to or greater than the MAX_NUMBER the + (add) button should be disabled.

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

    -    Using Tally Count as reference to scenario.

Scenario: What happens when you click the - button
Given: The starting number is between MIN-NUMBER and MAX-NUMBER
And: The - (subtract) button is enabled
When: The user clicks the - (subtract) button
Then: The number should be decreased, if the number is equal to or lesser than the MIN_NUMBER the - (add) button should be disabled.

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