DWA_03.5 Knowledge Check_DWA3.2

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

Scenarios: The user can press the plus button and the counter goes up by one, user can keep pressing the button.
GIVEN: The user is on the main page, the user can see numbers and a + and - button
WHEN: Why user clicks on the plus button
THEN: Then the counter will go up by one

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

Scenarios: The user can press the minus button and the counter goes down by one, user can keep pressing the button and will go into the negative digits if number goes below zero.
GIVEN: The user is on the main page, the user can see big numbers and a + and - button
WHEN: When the user clicks on the minus button
THEN: Then the counter will go down by one.

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