Feature: [Play Animal Sounds On A List Upon Button Click]

        In order to [Play Audio Sounds]

    I want [A List Of Objects With Their Own Audio Sounds Related To Name]

        Background: [precondition (Given) repeated for all scenarios]

        #End Background

#Scenario Note Upon Start

               Scenario: [Program First Launches]

        Given [First Time Running Program]

        When [Program Starts Show Five Animal Object Strings In Listbox]

        Then [User May Select Animal String In ListBox]

        Examples:

        | Example 1 | Example 2 |

        #End Scenario

#Scenario ListBox Animal String Selected

        Scenario: [Program Launches And User Selects ListBox Animal String]

        Given [Animal String Selected]

        When [Animal Selection Made And Button Is Clicked]

        Then [Take That Animal String’s Audio And Play To The Screen For User]

               Examples:

        | Example 1 | Example 2 |

        #End Scenario



