DWA_03.5 Knowledge Check_DWA3.2

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

This is a basic example which describes the "Button Functionality" a single scenario clicking the "+" button

-Given on the main page sets up initial state of test. Indicating user on the main page
-When clicking + button represents action taken by the user
-Then the action is performed succesfully when it shows on the screen

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

This is a basic example which describes the "Button Functionality" a single scenario clicking the "-" button

-Given on main page sets up the initial state of the test. Indicating user on the main page
-When clicking "-" button represents the action by user.
-Then the action successfully performed is the outcome of the action.

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