DWA_03.5 Knowledge Check_DWA3.2

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

1. Clicking the button

Feature: Add functionality with the "+" button

User clicks the "+" button to add a new item
Given the user is on the main application screen
When the user clicks the "+" button
Then a new item should be added to the list
And the item should be visible in the list

2. Invalid input when button is clicked.

Feature: Add functionality with the "+" button

User enters invalid input after clicking the "+" button Given the user is on the main application screen When the user clicks the "+" button And enters invalid input for the new item Then an error message should be displayed And the item should not be added to the list

3. Successful addition confirmation

Feature: Add functionality with the "+" button

User confirms successful addition after clicking the "+" button Given the user is on the main application screen When the user clicks the "+" button And enters valid input for the new item And confirms the addition Then the new item should be added to the list And the item should be visible in the list

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

1. Clicking the button to remove an item

Feature: Remove functionality with the "-" button

User clicks the "-" button to remove an item
Given the user is on the main application screen
And there is an existing item in the list
When the user clicks the "-" button next to an item
Then the item should be removed from the list
And the item should no longer be visible in the list

2. Confirming removal when the button is clicked

Feature: Remove functionality with the "-" button

User confirms removal using the "-" button
Given the user is on the main application screen
And there is an existing item in the list
When the user clicks the "-" button next to an item
And confirms the removal
Then the item should be removed from the list
And the item should no longer be visible in the list

3. Handling cancellation of removal when the button is clicked

Feature: Remove functionality with the "-" button

User cancels removal using the "-" button
Given the user is on the main application screen
And there is an existing item in the list
When the user clicks the "-" button next to an item
And cancels the removal
Then the item should not be removed from the list
And the item should remain visible in the list