

DWA_03.5 Knowledge Check_DWA3.2

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

- Scenario: Clicking the + button
 - Given: That the starting number is between the MIN_NUMBER and MAX_NUMBER.
 - And: the + button is enabled.
 - When: the user clicks the + button.
 - Then: the number displayed should be increased by 1 and if the number is more than or equal to the MAX_NUMBER, the + button should be disabled.
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2. User story(ies) in Gherkin syntax for the "-" button.

- Scenario: Clicking the - button.
 - Given: That the starting number is between the MIN_NUMBER and MAX_NUMBER.
 - And: the - button is enabled.
 - When: the user clicks the - button.
 - Then: the number displayed should be decreased by 1 and if the number is less than or equal to the MIN_NUMBER, the - button should be disabled.
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