

# DWA\_03.5 Knowledge Check\_DWA3.2

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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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