Working with Cucumber Hooks

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Different kinds of Hooks

Scenario Hooks
- **@Before**
- **@After**

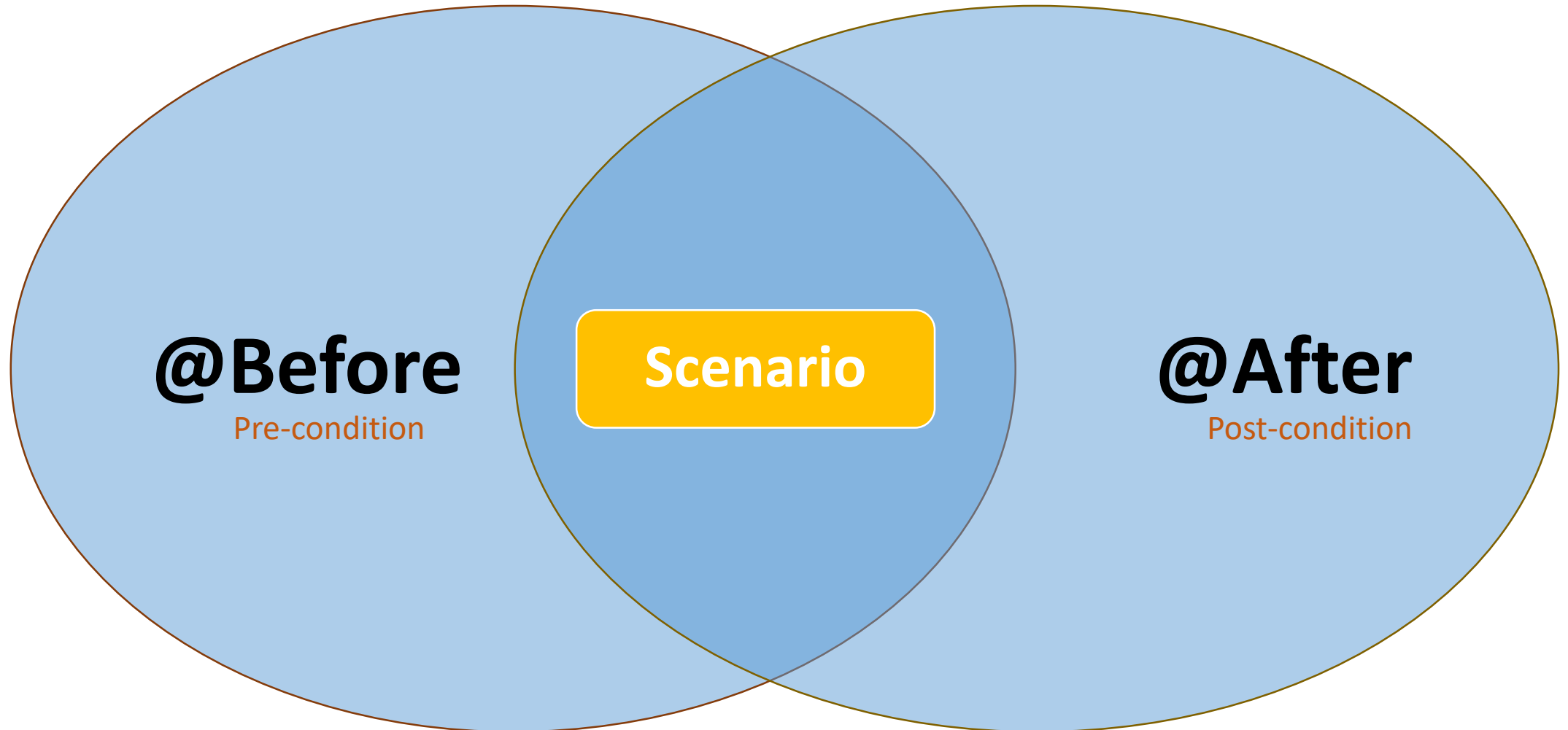**Conditional Hooks**
- **Using @tags**
- **Using order**

Step Hooks
- **BeforeStep**
- **AfterStep**

Conditional Hooks

Using @tags

- @Before("@tag")
- @After("@tag")

Using order

- Before(order=int)
- After(order=int)

Step Hooks

Scenario: Maker starts a game
   When the Maker starts a game
   Then the Maker waits for a Breaker to join

@BeforeStep

When the Maker starts a game

@AfterStep

@BeforeStep

Then the Maker waits for a Breaker to join

@AfterStep