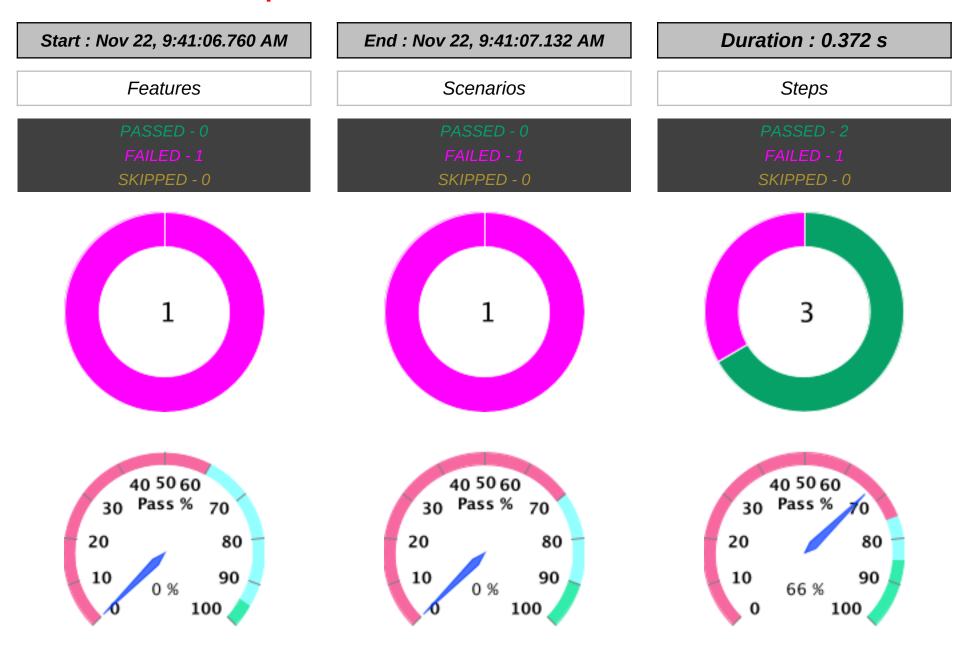
Cucumber PDF Report



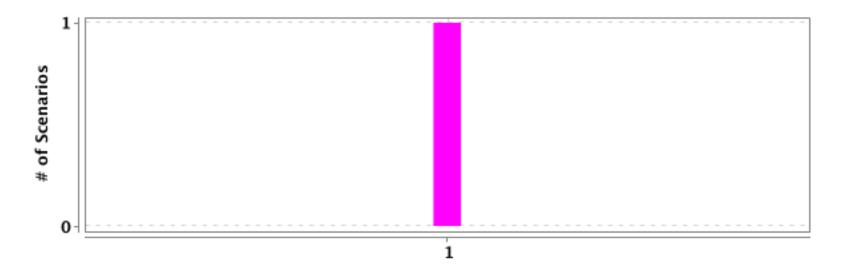
Feature			Scenario				Step			
Name	Duration	T	P	F	S	<i>T</i>	P	F	S	
Class 2 module	0.372 s	1	0	1	0	3	2	1	0	

FAIL & SKIP SCENARIOS -- 3 --

#	Feature Name	Scenario Name
1	Class 2 module	Check if admin able to update a class with valid ClassID and all fields in requestBody

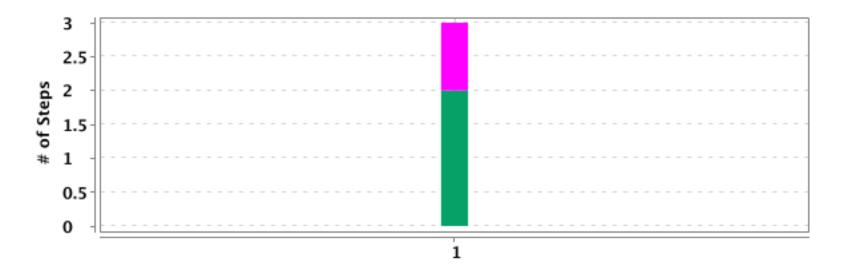
TAG	Scenario		Feature					
Name	T	P	F	S	T	P	F	S
@UpdateNewClass	1	0	1	0	1	0	1	0

FEATURES SUMMARY -- 5 --



#	Feature Name	T	P	F	S	Duration
1	Class 2 module	1	0	1	0	0.372 s

SCENARIOS SUMMARY -- 6 --



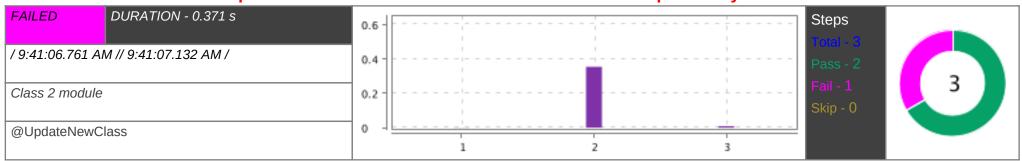
#	Feature Name	Scenario Name	T	P	F	S	Duration
1	Class 2 module	Check if admin able to update a class with valid ClassID and all fields in requestBody	3	2	1	0	0.371 s

DETAILED SECTION -- 7 -

Class 2 module

FAILED	DURATION - 0.372 s	Scenarios		Steps	
		Total - 1		Total - 3	
/ 9:41:06.760 AM // 9	:41:07.132 AM /	Pass - 0	1	Pass - 2	3
		Fail - 1		Fail - 1	
		Skip - 0		Skip - 0	

Check if admin able to update a class with valid ClassID and all fields in requestBody



#	Step / Hook Details	Status	Duration
1	Given Admin sets Authorization for class module	PASSED	0.001 s
2	When Admin creates PUT Request and sends HTTPS Request with valid classId and all the fields for updateClass	PASSED	0.355 s
3	Then Admin receives 200 "OK" Status for updateClass	FAILED	0.009 s
	java.lang.AssertionError: expected [200] but found [400] at org.testng.Assert.fail(Assert.java:99) at org.testng.Assert.failNotEquals(Assert.java:1037) at org.testng.Assert.assertEqualsImpl(Assert.java:140) at org.testng.Assert.assertEquals(Assert.java:122) at org.testng.Assert.assertEquals(Assert.java:907) at org.testng.Assert.assertEquals(Assert.java:917) at generics.ApiUtils.validateStatusCode(ApiUtils.java:27) at stepDefinitions.class2Steps.admin_receives_status_for_updateClass(class2Steps.java:332) at ?.Admin receives 200 "OK" Status for updateClass(file:///Users/mathumathibalakrishnan/eclipse/ Mathumathi_2024/Team2_ChangeMakers_RestAssured/src/test/resources/features/class2.feature:137) * Not displayable characters are replaced by '?'.		