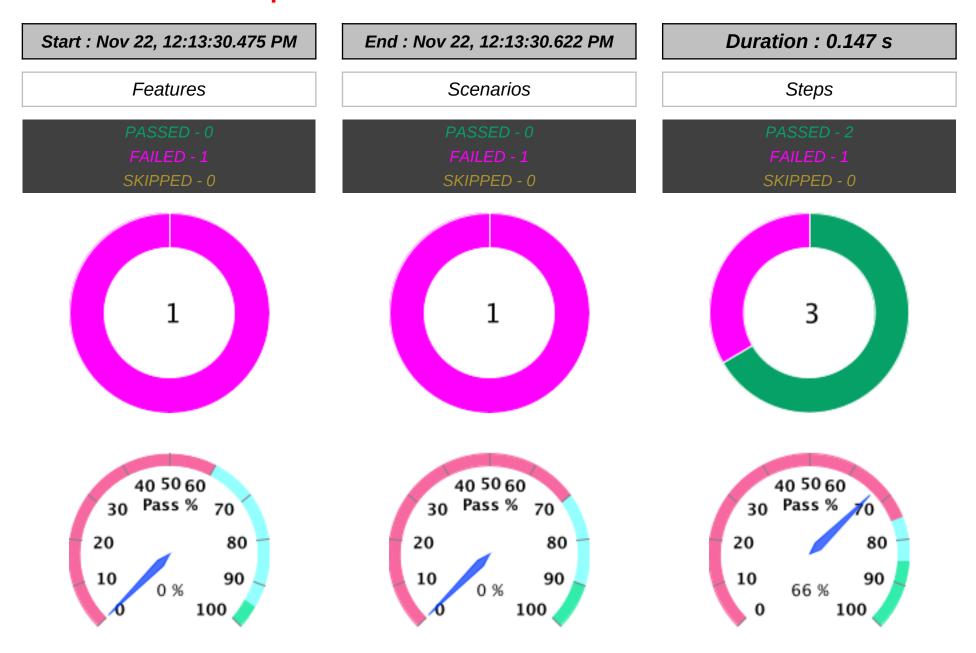
## **Cucumber PDF Report**



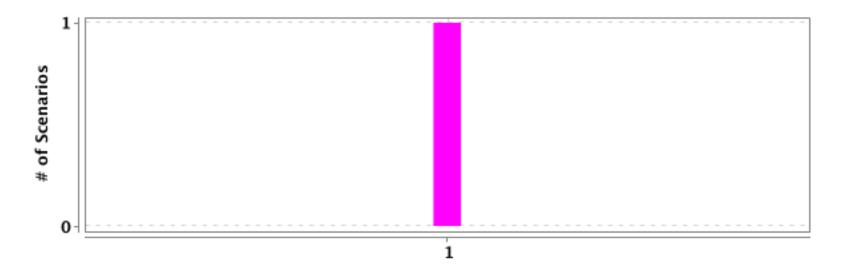
Feature			Scenario				Step			
Name	Duration	T	P	F	S	<i>T</i>	P	F	S	
Class 2 module	0.147 s	1	0	1	0	3	2	1	0	

FAIL & SKIP SCENARIOS -- 3 --

#	Feature Name	Scenario Name
1	Class 2 module	Check if admin able to update a Class with a deleted classID in the endpoint

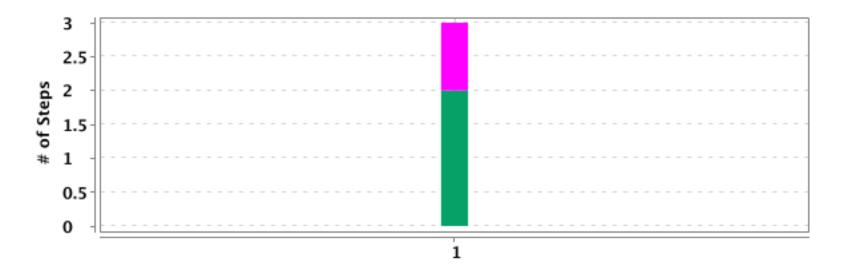
TAG		Scenario			Feature				
Name	T	P	F	S	T	P	F	S	
@UpdateNewClass1	1	0	1	0	1	0	1	0	

FEATURES SUMMARY -- 5 --



#	Feature Name	T	P	F	S	Duration
1	Class 2 module	1	0	1	0	0.147 s

SCENARIOS SUMMARY -- 6 --



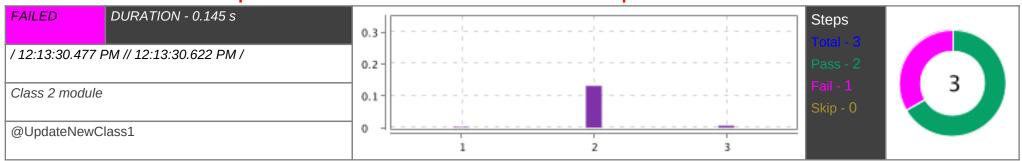
#	Feature Name	Scenario Name	<b>T</b>	P	F	S	Duration
1	Class 2 module	Check if admin able to update a Class with a deleted classID in the endpoint	3	2	1	0	0.145 s

DETAILED SECTION -- 7 -

## **Class 2 module**

FAILED	DURATION - 0.147 s	Scenarios		Steps	
		Total - 1		Total - 3	
/ 12:13:30.475 PM //	/ 12:13:30.622 PM /	Pass - 0	1	Pass - 2	3
		Fail - 1		Fail - 1	
		Skip - 0		Skip - 0	

## Check if admin able to update a Class with a deleted classID in the endpoint



#	Step / Hook Details	Status	Duration
1	Given Admin sets Authorization for class module	PASSED	0.002 s
2	When Admin creates PUT Request and sends HTTPS Request with deleted classId for updateClass	PASSED	0.131 s
3	Then Admin receives 404 "Not Found" Status for updateClass	FAILED	0.006 s
	java.lang.AssertionError: expected [404] but found [200] 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:397) at ?.Admin receives 404 "Not Found" Status for updateClass(file:///Users/mathumathibalakrishnan/eclipse/ Mathumathi_2024/Team2_ChangeMakers_RestAssured/src/test/resources/features/class2.feature:177) * Not displayable characters are replaced by '?'.		