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CREATE A DECLARATIVE SCENARIO STEP FOR ADDING MOVIES

As explained in Section 4.7 of Engineering Long-Lasting Software, the goal of BDD is to express behavioral tasks rather than low-level operations.

The background step of all the scenarios in this homework requires that the movies database contain some movies. Analogous to the explanation in Section 4.7, it would go against the goal of BDD to do this by writing scenarios that spell out every interaction required to add a new movie, since adding new movies is not what these scenarios are about.

Recall that the Given steps of a user story specify the initial state of the system; it doesn't matter how the system got into that state. For part 1, therefore, you will create a step definition that will match the step, "Given the following movies exist" in the Background section of both `sort_movie_list.feature` and `filter_movie_list.feature`. (Later in the course, we will show how to DRY out the repeated Background sections in the two feature files.)

Add your code in the `movie_steps.rb` step definition file. You can just use ActiveRecord calls to directly add movies to the database; it's OK to bypass the GUI associated with creating new movies, since that's not what these scenarios are testing.

Success is when all Background steps for the scenarios in `filter_movie_list.feature` and `sort_movie_list.feature` are passing green.

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