

DWA_03.5 Knowledge Check_DWA3.2

1. User story(ies) in Gherkin syntax for the "+" button.

Changing number with the "+" button

1. User increases the number given the user is on the number screen when the user taps the "+" button then the number goes up by a certain amount.
 2. Disable the "+" button when reaching the highest number given the user is on the number screen and the number is already at the highest allowed value when the user taps the "+" button when the "+" button should be grayed out.
 3. Enable the "+" button after reducing the number given the user is on the number screen and the number is less than the highest allowed value and the "+" button is grayed out when the user decreases the number then the "+" button should become active.
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2. User story(ies) in Gherkin syntax for the "-" button.

Adjusting number with "-" button

1. Decrease the number given the user sees a number on the screen when they press the "-" button when the number should go down by 5 and if the new number is -5 or lower then they can't press the "-" button anymore.
2. Can't go below minimum given the user sees the number on the screen and the number is -5 when they press the "-" button then the number stays the same and they can't press the "-" button anymore.
3. Enable "+" after decrease given the user sees the number on the screen and the "+" button is disabled when they press the "-" button when the "+" button should become enabled.

4. Enable "-" after an increase given the user sees the number on the screen and the "-" button is disabled when they press the "+" button then the "-" button should become enabled.
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