

CommandApp Console Tool

A simple C# console application that accepts a number as input and allows the user to apply various operations in an infinite loop.

Supports commands like `increment`, `decrement`, `double`, `randadd`, and `undo`.

Technologies Used

- Language: C#
- Framework: .NET 10.0 (Preview)
- SDK Version: `10.0.100-preview.2.25164.34`
- IDE: Visual Studio 2022 / Visual Studio Code

Getting Started

Make sure the correct .NET SDK is installed on your machine.

```
dotnet --version
# Expected output: 10.0.100-preview.2.25164.34
```

Commands Supported

- `increment` → Adds 1 to the result
 - `decrement` → Subtracts 1 from the result
 - `double` → Multiplies the result by 2
 - `randadd` → Adds a random number (e.g., from -10 to +10)
 - `undo` → Reverts the last valid command (not undo itself)
-

How to Run

```
dotnet run --project ./CommandApp -- 1
```

Example

- Current result: 1

```
increment
```

- Current result: 2

```
double
```

- Current result: 4

undo

- Current result: 2

Decrement

- Current result: 1

Design Patterns & Data Structures

This application uses the **Command Pattern** and a **Stack** to manage user commands and support the **undo** functionality.

Command Pattern

Each operation (increment, decrement, etc.) is implemented as its own class following the **ICommand** interface.

Benefits:

- Easy to add new commands
- Encapsulates execution and undo logic per command
- Clean structure following SOLID principles (especially Open/Closed)

Stack (LIFO)

We use a stack to track executed commands.

This is perfect for implementing the **undo** feature, as it allows us to **revert the last command** in $O(1)$ time.

Why a stack?

- Fits the *Last-In-First-Out* logic of undo
- Simple, fast, and memory-efficient
- Well-suited for linear command history

Progress Status

- ☒ Initial project and solution structure created
- ☒ Projects added: **CommandApp**
- ☒ Command classes implemented: **IncrementCommand**, **DecrementCommand**, **DoubleCommand**, **RandAddCommand**
- ☒ **ICommand** interface added
- ☒ **CommandContext.cs** added to manage execution and command stack
- ☒ **Program.cs** updated to use CommandContext
- ☒ Uploaded to GitHub: [AntoniousShehata/EKVIP_APP](#)









☒ Unit Testing

Unit tests have been added using **xUnit** to ensure correct behavior of all commands.

To create the test project run this command

```
dotnet new xunit -n CommandApp.Tests
```

Covered Commands

- **IncrementCommand**
 -  Execute: Increases the value by 1
 -  Undo: Decreases the value by 1
- **DecrementCommand**
 -  Execute: Decreases the value by 1
 -  Undo: Increases the value by 1
- **DoubleCommand**
 -  Execute: Multiplies the value by 2
 -  Undo: Divides the value by 2
- **RandAddCommand**
 -  Execute: Adds a random number to the value
 -  Undo: Subtracts the same random number to restore the original value

Run Tests

To run all unit tests, use the command:

```
cd CommandApp.Tests  
dotnet test
```

Sample Output

```
Test summary: total: 8, failed: 0, succeeded: 8, skipped: 0, duration: 3.8s  
Build succeeded with 2 warning(s) in 10.3s
```



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