Test case 1

Steps:

1. Place cursor at 3th line on method Make1
2. Press cmd/ctrl+R,R
3. Choose “Rename this overload”
4. Type “Make11”
5. Press enter

Expected result:

All Method implementations without parameters have been changed including implemented from the interface ITestApp

Test case 2

Steps:

1. Place cursor at 3th line on method Make1
2. Press cmd/ctrl+R,R
3. Choose “Rename all overloads”
4. Type “Make11”
5. Press enter

Expected result:

All Method overloads of method Make1 have been changed including implemented from the interface ITestApp

Test case 3

Steps:

1. Place cursor at 4th line on method Make2
2. Press cmd/ctrl+R,R
3. Type any name according to the following rules:

* The only allowed characters for identifiers are all alphanumeric characters(**[A-Z]**, **[a-z]**, **[0-9]**), ‘**\_**‘ (underscore). For example “geek@” is not a valid C# identifier as it contain ‘@’ – special character.
* Identifiers should not start with digits([0-9]). For example “123geeks” is not valid in the C# identifier.
* Identifiers should not contain white spaces.

Expected result:

All method entries have been changed

Test case 4

Steps:

1. Place cursor at 4th line on method Make2
2. Press cmd/ctrl+R,R
3. Type “Make2”

Expected result:

Renaming is not allowed

Test case 5

Steps:

1. Place cursor at 4th line on method Make2
2. Press cmd/ctrl+R,R
3. Type “Make1”
4. Press enter

Expected result:

Window with refactoring conflict of already existing method Make1 occurred.

After clicking next – method Make2 renamed to Make1, but 4th line code still contains Make2 call (is it a bug?).

After clicking back – returned to change name window

After clicking cancel – refactoring window closed.

Test case 6

Steps:

1. Place cursor at 4th line on method Make2
2. Press cmd/ctrl+R,R
3. Type “void”
4. Press enter

Expected result:

Method name is “@void”

Test case 7

Steps:

1. Place cursor at 4th line on method Make2
2. Press cmd/ctrl+R,R
3. Type “@Make3”
4. Press enter

Expected result:

Method name is “@Make3”, but call on 4th line is “Make3”