

Programowanie Obiektowe
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<https://github.com/Clarnc/ZOO>

Added classes in 2-nd:

UnitTest1

ScreenDefinitionService

ScreenLineEntry

ScreenDefinition

```
[TestClass]
0 references
public class ScreenDefinitionServiceTests
{
    [TestMethod]
    0 | 0 references
    public void Save_ValidScreenDefinition_SavesToJsonFile() ...

    [TestMethod]
    [ExpectedException(typeof(Exception))]
    0 | 0 references
    public void Save_InvalidJson_ThrowsException() ...

    [TestMethod]
    0 | 0 references
    public void Load_ValidJson_ReturnsScreenDefinition() ...

    [TestMethod]
    [ExpectedException(typeof(Exception))]
    0 | 0 references
    public void Load_InvalidJson_ThrowsException() ...
}
```

```
12 references
public static class ScreenDefinitionService
{
    10 references | 2/2 passing
    public static ScreenDefinition Load(string jsonFileName) ...
    2 references | 2/2 passing
    public static void Save(ScreenDefinition screenDefinition, string jsonFileName) ...
}
```

```
public class ScreenLineEntry
{
    public string backgroundColor { get; set; }
    public string foregroundColor { get; set; }
    public string text { get; set; }

    2 references | 1/1 passing
    public ScreenLineEntry(string backgroundColor, string foregroundColor, string text)
    {
        this.backgroundColor = backgroundColor;
        this.foregroundColor = foregroundColor;
        this.text = text;
    }
}
```

```
11 references
public class ScreenDefinition
{
    public List<ScreenLineEntry> lineEntries = new List<ScreenLineEntry>() {
        new ScreenLineEntry(
            ConsoleColor.Black.ToString(),
            ConsoleColor.White.ToString(),
            ""
        )
    };
}
```

Modified classes in 2-nd:

DataService: Read() adjustments

Screen

All other Screens with non-major changes

```
8 references
public abstract class Screen
{
    12 references
    public ScreenDefinition? screenDefinition { get; set; }
    0 references
    private string? screenDefinitionJson { get; set; }

    #region Public Methods

    /// <summary>
    /// Show the screen.
    /// </summary>
    16 references
    public virtual void Show()
    99+ references
    public void WriteCustomLine(int index)
    {
        if (screenDefinition != null)
        {
            var lineEntry = screenDefinition.lineEntries[index];
            Enum.TryParse(lineEntry.backgroundColor, out ConsoleColor backgroundColor);
            Enum.TryParse(lineEntry.foregroundColor, out ConsoleColor foregroundColor);
            Console.BackgroundColor = backgroundColor;
            Console.ForegroundColor = foregroundColor;
            Console.WriteLine(lineEntry.text);
        }
    }
    11 references
    public void WriteHighLightedCustomLine(int index)
    {
        if (screenDefinition != null)
        {
            var lineEntry = screenDefinition.lineEntries[index];
            Console.BackgroundColor = ConsoleColor.Gray;
            Console.ForegroundColor = ConsoleColor.Blue;
            Console.WriteLine(lineEntry.text);
        }
    }

    public static List<string> history = new List<string>();
    10 references
    public void HistoryShow () {
        foreach (var entry in history)
        {
            Console.Write(" -> ");
            Console.Write(entry);
        }

        Console.WriteLine();
    }
}

#endregion // Public Methods
```