using System;

using Microsoft.VisualStudio.TestTools.UnitTesting;

using CarDealer;

namespace CarDealerUnitTests

{

[TestClass]

public class UnitTest1

{

[TestMethod]

public void AddCarTest()

{

//Arrange

CarManagment Car = new CarManagment();

Car addedCar = new Car(4, "FGR45G", "German", "Mercedes", 2008, 11000, "fgjh");

//Act

Car.AddCar(addedCar);

Car[] Cars = Car.GetCars();

//Assert

Assert.AreEqual(Cars[4].bay, addedCar.bay);

}

[TestMethod]

public void RemoveCarTest()

{

//Arrange

CarManagment Car = new CarManagment();

Car removeCar = new Car(17, "FGR45G", "German", "Mercedes", 2008, 11000, "fgjh");

Car.AddCar(removeCar);

Car[] Cars = Car.GetCars();

//Act

Car.RemoveCar(removeCar);

//Assert

Assert.AreEqual(null, Cars[removeCar.bay]);

}

[TestMethod]

public void SequentialSearchTest()

{

//Arrange

CarManagment Car = new CarManagment();

Car findCar = new Car(18, "FGR45G", "German", "Mercedes", 2008, 11000, "fgjh");

Car.AddCar(findCar);

Car[] Cars = Car.GetCars();

int x = 11000;

//Act

int result = Car.FindCar(Car.GetCars(), x);

//Assert

Assert.AreEqual(1, result);

}

[TestMethod]

public void BinarySearchTest()

{

//Arrange

CarManagment Car = new CarManagment();

int[] ArrayForSearch = new int[5] {10000, 20000, 30000, 40000, 50000};

int x = 40000;

int n = ArrayForSearch.Length;

Array.Sort(ArrayForSearch);

//Act

int result = Car.BinarySearch(ArrayForSearch, 0, n - 1, x);

//Assert

Assert.AreEqual(3, result);

}

}

}