

Wyższa Szkoła Bankowa

Programowanie Obiektowe

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4. 30.08.2023
5. <https://github.com/Jaroslav16/OOP-2>

Zadanie nr 1– Zadania podstawowe

Zmodyfikowano interfejsy oraz klasy **ScreenLineEntry**, **ScreenDefinition**, **ScreenDefinitionService**, **Screen** oraz nowy projekt **SampleHierarchies.Services.Tests**

(pliki json: **AnimalsScreen.json**, **CamelScreen.json**, **DogsScreen.json**, **MainScreen.json**, **MammalsScreen.json**, **SwanScreen.json**, **WolfScreen.json**, **Settings.json**)

Dodano wyświetlanie linii z kolorem i tekstem określonym w plikach json.

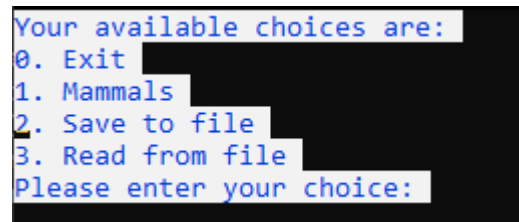
Dodano unit testy do klasy **ScreenDefinitionService**

```
[TestClass]
0 references
public class ScreenDefinionServiceTests
{
    [TestMethod]
    0 references
    public void Read_ValidJsonPath_ReturnsNonNullScreenDefinition()...
    [TestMethod]
    0 references
    public void Show_ValidJsonPathAndLineId_WritesDataToConsole()...
    [TestMethod]
    0 references
    public void Write_ValidSettings_WritesDataToFile()...
}
```

Zadanie nr 2 – Zadania dodatkowe

Dodano nawigację po ekranie za pomocą klawiszy strzałek,

Wstawiono renderowanie ekranu w oparciu o kolory określone w pliku JSON.



```
Your available choices are:  
0. Exit  
1. Mammals  
2. Save to file  
3. Read from file  
Please enter your choice:
```

A screenshot of a terminal window with a black background and blue text. The text displays a menu titled "Your available choices are:" followed by four numbered options: "0. Exit", "1. Mammals", "2. Save to file", and "3. Read from file". Below the options, it prompts the user with "Please enter your choice:". The text is rendered in a monospaced font.