

Wyższa Szkoła Bankowa

Programowanie Obiektowe

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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.

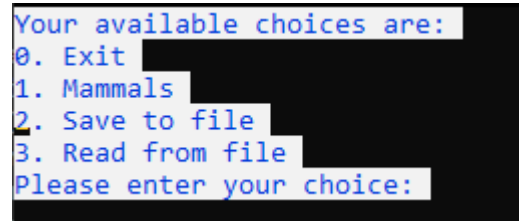
Dodano unit testy do klasy **ScreenDefinitionService**

```
[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.

A screenshot of a terminal window with a black background and blue text. The text displays a menu of available choices, starting with 'Your available choices are:' followed by a list of four options: '0. Exit', '1. Mammals', '2. Save to file', and '3. Read from file'. Below the list, it says 'Please enter your choice:'. The option '2. Save to file' is highlighted with a yellow cursor on the left.

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