Namespace SOLIDapp.Domain

Classes

Class1

Class Class1

Namespace: <u>SOLIDapp.Domain</u>
Assembly: SOLIDapp.Domain.dll

public class Class1

Inheritance

<u>object</u>

← Class1

Inherited Members

Namespace SOLIDapp.Domain.WithOut Principle

Classes

Account

Clase de dominio que representa una cuenta Bancaria

BankAccount

Clase de dominio que representa una cuenta Bancaria

CreditCard

<u>FixedTermDepositAccount</u>

<u>Invoice</u>

PaymentProcessor

<u>ReadOnlyUser</u>

Interfaces

<u>IDocumentManagement</u>

Enums

<u>InvoiceType</u>

Class Account

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

Clase de dominio que representa una cuenta Bancaria

public class Account

Inheritance

<u>object</u>

✓ Account

Derived

FixedTermDepositAccount

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Fields

balance

protected double balance

Field Value

Methods

Deposit(double)

public virtual void Deposit(double amount)

```
amount <u>double</u> □
```

GetBalance()

public double GetBalance()

Returns

<u>double</u> ♂

Withdraw(double)

public virtual void Withdraw(double amount)

Parameters

amount <u>double</u> □

Class BankAccount

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

Clase de dominio que representa una cuenta Bancaria

```
public class BankAccount
```

Inheritance

object

← BankAccount

Inherited Members

Constructors

BankAccount(int)

```
public BankAccount(int accountNumber)
```

Parameters

accountNumber <u>int</u>♂

Properties

AccountNumber

```
public int AccountNumber { get; }
```

Property Value

i<u>nt</u>♂

Balance

Propiedad que representa el saldo de una cuenta

```
public double Balance { get; }
```

Property Value

<u>double</u> □

Tipo double

Methods

Deposit(double)

Metodo que solo ejecuta un deposito en la cuenta para un determinado monto

```
public void Deposit(double amount)
```

Parameters

amount <u>double</u> □

Representa el monto que sera depositado

PrintStatement()

```
public string PrintStatement()
```

Returns

Withdraw(double)

public void Withdraw(double amount)

Parameters

amount <u>double</u>♂

Class CreditCard

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class CreditCard

Inheritance

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Methods

ProcessPayment(decimal)

public string ProcessPayment(decimal amount)

Parameters

amount decimal♂

Returns

<u>string</u> □

Class FixedTermDepositAccount

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class FixedTermDepositAccount : Account

Inheritance

<u>object</u>

 ← <u>Account</u> ← FixedTermDepositAccount

Inherited Members

Methods

Withdraw(double)

public override void Withdraw(double amount)

Parameters

amount <u>double</u> □

Interface IDocumentManagement

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public interface IDocumentManagement

Methods

CreateDocument(string)

```
void CreateDocument(string content)
```

Parameters

content <u>string</u> ✓

DeleteDocument(int)

void DeleteDocument(int id)

Parameters

id <u>int</u>♂

ReadDocument(int)

string ReadDocument(int id)

Parameters

id <u>int</u>♂

Returns

UpdateDocument(int, string)

void UpdateDocument(int id, string content)

Parameters

 $\text{id } \underline{\text{int}} \, \underline{\mathbb{C}}$

content <u>string</u>♂

Class Invoice

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class Invoice

Inheritance

<u>object</u>

✓ Invoice

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

GetInvoiceDiscount(double, InvoiceType)

public double GetInvoiceDiscount(double amount, InvoiceType invoiceType)

Parameters

amount double ☑

invoiceType InvoiceType

Returns

double₫

Enum InvoiceType

 $Name space: \underline{SOLIDapp.Domain.WithOutPrinciple}$

Assembly: SOLIDapp.Domain.dll

public enum InvoiceType

Fields

FinalInvoice = 0

ProposedInvoice = 1

Class PaymentProcessor

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class PaymentProcessor

Inheritance

<u>object</u>

✓ PaymentProcessor

Inherited Members

Methods

ExecutePayment(decimal)

public string ExecutePayment(decimal amount)

Parameters

amount decimald decimald decimal deci

Returns

Class ReadOnlyUser

Namespace: <u>SOLIDapp.Domain.WithOutPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class ReadOnlyUser : IDocumentManagement

Inheritance

<u>object</u>

✓ ReadOnlyUser

Implements

IDocumentManagement

Inherited Members

<u>object.Equals(object)</u> ♂, <u>object.Equals(object, object)</u> ♂, <u>object.GetHashCode()</u> ♂, <u>object.GetType()</u> ♂, <u>object.MemberwiseClone()</u> ♂, <u>object.ReferenceEquals(object, object)</u> ♂, <u>object.ToString()</u> ♂

Methods

CreateDocument(string)

public void CreateDocument(string content)

Parameters

content <u>string</u> ✓

DeleteDocument(int)

public void DeleteDocument(int id)

Parameters

id int♂

ReadDocument(int)

```
public string ReadDocument(int id)

Parameters

id int☑

Returns
```

UpdateDocument(int, string)

```
public void UpdateDocument(int id, string content)
```

Parameters

 $\text{id } \underline{\text{int}} \, \underline{\mathbb{C}}$

content <u>string</u> ☑

Namespace SOLIDapp.Domain.WithPrinciple

Classes

Λ	_	_	$\overline{}$	й	n	+
$\overline{}$	<u> </u>	<u> </u>	<u>U</u>	u	Π	π

Clase de dominio que representa una cuenta Bancaria

<u>AdminUser</u>

BankAccount

CreditCard

FinalInvoice

<u>FixedTermDepositAccount</u>

Invoice

<u>PayPal</u>

PaymentProcessor

ProposedInvoice

<u>ReadOnlyUser</u>

RecurringInvoice

RegularAccount

StatementPrinter

Interfaces

<u>ICreateDocument</u>

<u>IDeleteDocument</u>

<u>IPaymentMethod</u>

<u>IReadDocument</u>

<u>IUpdateDocument</u>

Class Account

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

Clase de dominio que representa una cuenta Bancaria

public abstract class Account

Inheritance

<u>object</u>

✓ Account

Derived

FixedTermDepositAccount, RegularAccount

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToS$

Fields

Transactions

public List<string> Transactions

Field Value

<u>List</u>♂ < <u>string</u>♂ >

balance

protected double balance

Field Value

double₫

Methods

Deposit(double)

```
public virtual void Deposit(double amount)
```

Parameters

amount <u>double</u> □

GetBalance()

```
public double GetBalance()
```

Returns

Withdraw(double)

```
public abstract void Withdraw(double amount)
```

Parameters

amount <u>double</u> □

Class AdminUser

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class AdminUser : ICreateDocument, IReadDocument, IUpdateDocument, IDeleteDocument

Inheritance

object

← AdminUser

Implements

ICreateDocument, IReadDocument, IUpdateDocument, IDeleteDocument

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

CreateDocument(string)

public void CreateDocument(string content)

Parameters

content <u>string</u> ✓

DeleteDocument(int)

public void DeleteDocument(int id)

Parameters

id int♂

ReadDocument(int)

```
public string ReadDocument(int id)

Parameters
id int♂
Returns
```

UpdateDocument(int, string)

```
public void UpdateDocument(int id, string content)
```

Parameters

 $\text{id } \underline{\text{int}} \, \underline{\mathbb{C}}$

content <u>string</u> ☑

Class BankAccount

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class BankAccount

Inheritance

<u>object</u>

← BankAccount

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Constructors

BankAccount(int)

public BankAccount(int accountNumber)

Parameters

accountNumber int♂

Fields

Transactions

public List<string> Transactions

Field Value

<u>List</u> ♂ < <u>string</u> ♂ >

Properties

AccountNumber

```
public int AccountNumber { get; }
Property Value
int♂
```

Balance

```
public double Balance { get; }
```

Property Value

Methods

Deposit(double)

```
public void Deposit(double amount)
```

Parameters

amount <u>double</u> □

Withdraw(double)

```
public void Withdraw(double amount)
```

Parameters

amount <u>double</u>♂

Class CreditCard

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class CreditCard : IPaymentMethod

Inheritance

Implements

IPaymentMethod

Inherited Members

Methods

ProcessPayment(decimal)

public string ProcessPayment(decimal amount)

Parameters

amount <u>decimal</u> □

Returns

<u>string</u> □

Class FinalInvoice

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class FinalInvoice : Invoice

Inheritance

<u>object</u>

✓ <u>Invoice</u> ← FinalInvoice

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

GetInvoiceDiscount(double)

public override double GetInvoiceDiscount(double amount)

Parameters

amount double ♂

Returns

double♂

Class FixedTermDepositAccount

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class FixedTermDepositAccount : Account

Inheritance

<u>object</u>
 ← <u>Account</u> ← FixedTermDepositAccount

Inherited Members

<u>Account.balance</u>, <u>Account.Transactions</u>, <u>Account.Deposit(double)</u>, <u>Account.GetBalance()</u>, <u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

Withdraw(double)

public override void Withdraw(double amount)

Parameters

amount <u>double</u> □

Interface ICreateDocument

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public interface ICreateDocument

Methods

CreateDocument(string)

void CreateDocument(string content)

Parameters

Interface IDeleteDocument

 $Name space: \underline{SOLIDapp.Domain.With Principle}$

Assembly: SOLIDapp.Domain.dll

public interface IDeleteDocument

Methods

DeleteDocument(int)

void DeleteDocument(int id)

Parameters

id <u>int</u>♂

Interface IPaymentMethod

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public interface IPaymentMethod

Methods

ProcessPayment(decimal)

string ProcessPayment(decimal amount)

Parameters

Returns

Interface IReadDocument

 $Name space: \underline{SOLIDapp.Domain.With Principle}$

Assembly: SOLIDapp.Domain.dll

public interface IReadDocument

Methods

ReadDocument(int)

string ReadDocument(int id)

Parameters

id <u>int</u>♂

Returns

Interface IUpdateDocument

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public interface IUpdateDocument

Methods

UpdateDocument(int, string)

void UpdateDocument(int id, string content)

Parameters

id <u>int</u>♂

content <u>string</u>♂

Class Invoice

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class Invoice

Inheritance

<u>object</u>

✓ Invoice

Derived

FinalInvoice, ProposedInvoice, RecurringInvoice

Inherited Members

<u>object.Equals(object)</u> ♂, <u>object.Equals(object, object)</u> ♂, <u>object.GetHashCode()</u> ♂, <u>object.GetType()</u> ♂, <u>object.MemberwiseClone()</u> ♂, <u>object.ReferenceEquals(object, object)</u> ♂, <u>object.ToString()</u> ♂

Methods

GetInvoiceDiscount(double)

public virtual double GetInvoiceDiscount(double amount)

Parameters

amount <u>double</u> □

Returns

double♂

Class PayPal

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class PayPal : IPaymentMethod

Inheritance

Implements

IPaymentMethod

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \ \underline{object.GetHashCode()} \ \ \ \ \ \underline{object.GetType()} \ \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{objec$

Methods

ProcessPayment(decimal)

public string ProcessPayment(decimal amount)

Parameters

amount <u>decimal</u> □

Returns

Class PaymentProcessor

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class PaymentProcessor

Inheritance

<u>object</u> □ ← PaymentProcessor

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Constructors

PaymentProcessor(IPaymentMethod)

public PaymentProcessor(IPaymentMethod paymentMethod)

Parameters

paymentMethod IPaymentMethod

Methods

ExecutePayment(decimal)

public string ExecutePayment(decimal amount)

Parameters

amount decimal ♂

Returns

Class ProposedInvoice

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class ProposedInvoice : Invoice

Inheritance

<u>object</u>

✓ <u>Invoice</u> ← ProposedInvoice

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

GetInvoiceDiscount(double)

public override double GetInvoiceDiscount(double amount)

Parameters

Returns

double♂

Class ReadOnlyUser

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class ReadOnlyUser : IReadDocument

Inheritance

Implements

<u>IReadDocument</u>

Inherited Members

Methods

ReadDocument(int)

public string ReadDocument(int id)

Parameters

id <u>int</u>♂

Returns

Class RecurringInvoice

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class RecurringInvoice : Invoice

Inheritance

<u>object</u>

✓ <u>Invoice</u> ← RecurringInvoice

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

GetInvoiceDiscount(double)

public override double GetInvoiceDiscount(double amount)

Parameters

amount <u>double</u> ☑

Returns

double♂

Class RegularAccount

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

```
public class RegularAccount : Account
```

Inheritance

<u>object</u> ✓ ← <u>Account</u> ← RegularAccount

Inherited Members

<u>Account.balance</u>, <u>Account.Transactions</u>, <u>Account.Deposit(double)</u>, <u>Account.GetBalance()</u>, <u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

Methods

Withdraw(double)

public override void Withdraw(double amount)

Parameters

amount <u>double</u> □

Class StatementPrinter

Namespace: <u>SOLIDapp.Domain.WithPrinciple</u>

Assembly: SOLIDapp.Domain.dll

public class StatementPrinter

Inheritance

<u>object</u>

✓ StatementPrinter

Inherited Members

Methods

Print(BankAccount)

public string Print(BankAccount account)

Parameters

account BankAccount

Returns

<u>string</u> □

Namespace SOLIDapp.Tests

Classes

<u>UnitTest1</u>

WithOutPrinciples

<u>WithPrinciples</u>

Class UnitTest1

Namespace: <u>SOLIDapp.Tests</u>
Assembly: SOLIDapp.Tests.dll

```
[TestClass]
public class UnitTest1
```

Inheritance

Inherited Members

Methods

TestMethod1()

[TestMethod]
public void TestMethod1()

Class WithOutPrinciples

Namespace: <u>SOLIDapp.Tests</u>
Assembly: SOLIDapp.Tests.dll

[TestClass]
public class WithOutPrinciples

Inheritance

<u>object</u> ← WithOutPrinciples

Inherited Members

 $\underline{object.Equals(object)} \varnothing \ , \underline{object.Equals(object, object)} \varnothing \ , \underline{object.GetHashCode()} \varnothing \ , \underline{object.GetType()} \varnothing \ , \underline{object.MemberwiseClone()} \varnothing \ , \underline{object.ReferenceEquals(object, object)} \varnothing \ , \underline{object.ToString()} \varnothing$

Methods

GivenDependencyInversionPrincipleExample_ExecuteWithOut Principle_ResultSuccess()

```
[TestMethod]
public void GivenDependencyInversionPrincipleExample_ExecuteWithOutPrinciple_ResultSuccess()
```

GivenInterfaceSegregationPrincipleExample_ExecuteWithOut Principle_ResultSuccess()

```
[TestMethod]
public void
GivenInterfaceSegregationPrincipleExample_ExecuteWithOutPrinciple_ResultSuccess()
```

GivenLiskovSustitutionPrincipleExample_ExecuteWithOut Principle_ResultSuccess()

GivenOpenClosedPrincipleExample_ExecuteWithOutPrinciple_ResultSuccess()

[TestMethod]
public void GivenOpenClosedPrincipleExample_ExecuteWithOutPrinciple_ResultSuccess()

GivenSimpleResponsabilityPrincipleExample_ExecuteWithOut Principle_ResultSuccess()

[TestMethod]
public void
GivenSimpleResponsabilityPrincipleExample_ExecuteWithOutPrinciple_ResultSuccess()

Class WithPrinciples

Namespace: <u>SOLIDapp.Tests</u>
Assembly: SOLIDapp.Tests.dll

[TestClass]
public class WithPrinciples

Inheritance

Inherited Members

Methods

GivenDependencyInversionPrincipleExample_ExecuteWith Principle_ResultSuccess()

[TestMethod]
public void GivenDependencyInversionPrincipleExample_ExecuteWithPrinciple_ResultSuccess()

GivenInterfaceSegregationPrincipleExample_ExecuteWith Principle_ResultSuccess()

[TestMethod]
public void GivenInterfaceSegregationPrincipleExample_ExecuteWithPrinciple_ResultSuccess()

GivenLiskovSustitutionPrincipleExample_ExecuteWithPrinciple_ ResultSuccess()

[TestMethod]

GivenOpenClosedPrincipleExample_ExecuteWithPrinciple_Result Success()

[TestMethod]
public void GivenOpenClosedPrincipleExample_ExecuteWithPrinciple_ResultSuccess()