

# Introduction to computer programming

## 07. Unit tests and documentation

### Exercises

1. Create a new project of type *Class library* and in it a class which will serve as a bank account manager. The class should have a field describing the amount of money on the account and a method allowing to withdraw cash. The method should accept the amount of money to be taken out of the account and should decrease the given amount from the account. If the account balance is insufficient for a given withdrawal, the function should throw a `NotEnoughMoneyException`. In case when the given amount is negative, the function should throw a `NegativeAmountException`.
2. Document the implemented class. Use at least tags `<param>` and `<see>`.
3. Add a new project of type *Unit Test Project* to the solution and write three unit tests for the *Withdrawal* function which will test three basic cases: valid withdrawal, an attempt to withdraw too much money, attempt to withdraw a negative amount of money.
4. In the **Test Explorer** window (*Test->Windows->Test Explorer*) run all tests using **Run All** button. Modify the *Withdrawal* method so that it will work incorrectly, run the tests again and observe the result.
5. Document your tic-tac-toe game and write unit tests for it.