

# Namespace Heatington.AssetManager

## Classes

[AssetManager](#)

[HeatingGrid](#)

[ProductionUnit](#)

## Enums

[ProductionUnitsEnum](#)

# Class AssetManager

Namespace: [Heatington.AssetManager](#)







Assembly: Heatington.dll

```
public class AssetManager
```

## Inheritance

[object](#)  ← AssetManager

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) 

## Examples

```
AssetManager AM = new AssetManager();  
await AM.LoadAssets();
```

## Constructors

### AssetManager()

```
public AssetManager()
```

## Properties

### HeatingGridInformation

```
public HeatingGrid? HeatingGridInformation { get; }
```

### Property Value

[HeatingGrid](#)

# ProductionUnits

```
public Dictionary<ProductionUnitsEnum, ProductionUnit>? ProductionUnits { get; }
```

## Property Value

[Dictionary](#) <[ProductionUnitsEnum](#), [ProductionUnit](#)>

## Methods

### LoadAssets()

```
public Task LoadAssets()
```

## Returns

[Task](#)

### ReadHeatingUnits()

```
public Dictionary<ProductionUnitsEnum, ProductionUnit> ReadHeatingUnits()
```

## Returns

[Dictionary](#) <[ProductionUnitsEnum](#), [ProductionUnit](#)>

### ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

## Returns

[string](#)

A string that represents the current object.

## WriteHeatingUnit(ProductionUnit)

```
public void WriteHeatingUnit(ProductionUnit editedHeatingUnit)
```

### Parameters

editedHeatingUnit [ProductionUnit](#)

## WriteHeatingUnit(ProductionUnitsEnum, ProductionUnit)

```
public void WriteHeatingUnit(ProductionUnitsEnum productionUnitKey,  
ProductionUnit heatingUnitNewbBody)
```

### Parameters

productionUnitKey [ProductionUnitsEnum](#)

heatingUnitNewbBody [ProductionUnit](#)

## WriteHeatingUnit(Guid, ProductionUnit)

```
public void WriteHeatingUnit(Guid unitId, ProductionUnit heatingUnitNewbBody)
```

### Parameters

unitId [Guid](#)

heatingUnitNewbBody [ProductionUnit](#)


# Class HeatingGrid

Namespace: [Heatington.AssetManager](#)








Assembly: Heatington.dll

```
public class HeatingGrid
```

## Inheritance

[object](#)  ← HeatingGrid

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Constructors

### HeatingGrid(string, string)

```
public HeatingGrid(string picturePath, string name)
```

## Parameters

picturePath [string](#) 

name [string](#) 

## Properties

### Id

```
public Guid Id { get; set; }
```

## Property Value

[Guid](#) 

## Name

```
public string Name { get; set; }
```

## Property Value

[string](#) 

## PicturePath

```
public string PicturePath { get; set; }
```

## Property Value

[string](#) 

# Class ProductionUnit

Namespace: [Heatington.AssetManager](#)

Assembly: Heatington.dll

```
public class ProductionUnit : ICloneable
```







## Inheritance

[object](#)  ← ProductionUnit

## Implements

[ICloneable](#) 

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Constructors

ProductionUnit(string, string, double, double, double, double, double)

```
public ProductionUnit(string name, string picturePath, double maxHeat, double productionCost, double maxElectricity, double gasConsumption, double co2Emission)
```

## Parameters


name [string](#) 

picturePath [string](#) 

maxHeat [double](#) 

productionCost [double](#) 

maxElectricity [double](#) 

gasConsumption [double](#) 

co2Emission [double](#)

## Properties

### Co2Emission

```
public double Co2Emission { get; }
```

Property Value

[double](#)

### GasConsumption

```
public double GasConsumption { get; }
```

Property Value

[double](#)

### Id

```
public Guid Id { get; }
```

Property Value

[Guid](#)

### MaxElectricity

```
public double MaxElectricity { get; }
```

Property Value



[double](#)

## MaxHeat

```
public double MaxHeat { get; }
```

Property Value

[double](#)

## Name

```
public string Name { get; set; }
```

Property Value

[string](#)

## OperationPoint

```
public double OperationPoint { get; set; }
```

Property Value

[double](#)

## PicturePath

```
public string PicturePath { get; }
```

Property Value

[string](#)

# ProductionCost

```
public double ProductionCost { get; }
```

## Property Value

[double](#)

## Methods

### Clone()

Creates a new object that is a copy of the current instance.

```
public object Clone()
```

### Returns

[object](#)

A new object that is a copy of this instance.

### ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

### Returns

[string](#)

A string that represents the current object.

# Enum ProductionUnitsEnum

Namespace: [Heatington.AssetManager](#)

Assembly: Heatington.dll

```
public enum ProductionUnitsEnum
```

## Fields

```
ElectricBoiler = 3
```

```
GasBoiler = 0
```

```
GasMotor = 2
```

```
OilBoiler = 1
```

# Namespace Heatington.Controllers

## Classes

[CsvController](#)

[FileController](#)

Documentation in Documents/Heatington/Controllers/FileController.md

[JsonController](#)

[ProductionUnitJsonConverter](#)

# Class CsvController

Namespace: [Heatington.Controllers](#)

Assembly: Heatington.dll

```
public class CsvController : IDataSource
```








## Inheritance

[object](#)  ← CsvController

## Implements

[IDataSource](#)

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Methods

### GetDataAsync(string)

```
public Task<List<DataPoint>?> GetDataAsync(string filePath)
```

#### Parameters

filePath [string](#) 

#### Returns

[Task](#)  <[List](#)  <[DataPoint](#)>>

### SaveData(List<DataPoint>, string)

```
public void SaveData(List<DataPoint> data, string filePath)
```

## Parameters

data [List](#) <[DataPoint](#)>

filePath [string](#)

# Class FileController

Namespace: [Heatington.Controllers](#)

Assembly: Heatington.dll

Documentation in Documents/Heatington/Controllers/FileController.md

```
public class FileController : IReadWriteController
```







## Inheritance

[object](#)  ← FileController

## Implements

[IReadWriteController](#)

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 


# Constructors

## FileController(string)

Documentation in Documents/Heatington/Controllers/FileController.md

```
public FileController(string pathToFile)
```

## Parameters

pathToFile [string](#) 

# Methods

## ReadData<T>()

```
public Task<T> ReadData<T>()
```

Returns

[Task](#)<T>

Type Parameters

T

## ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

Returns

[string](#)

A string that represents the current object.

## WriteData<T>(T)

```
public Task<OperationStatus> WriteData<T>(T content)
```

Parameters

content T

Returns

[Task](#)<[OperationStatus](#)>

Type Parameters

T



# Class JsonController

Namespace: [Heatington.Controllers](#)

Assembly: Heatington.dll

```
public class JsonController : ISerializeDeserialize, IReadWriteController
```







## Inheritance

[object](#)  ← JsonController

## Implements

[ISerializeDeserialize](#), [IReadWriteController](#)

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Constructors

### JsonController(string)

```
public JsonController(string filePath)
```

## Parameters

filePath [string](#) 

## Methods

### Deserialize<T>(string)

```
public static T Deserialize<T>(string file)
```

## Parameters

file [string](#) 

Returns

T

Type Parameters

T

## ReadData<T>()

```
public Task<T> ReadData<T>()
```

Returns

[Task](#)<T>

Type Parameters

T

## Serialize<T>(T)

```
public static string Serialize<T>(T obj)
```

Parameters

obj T

Returns

[string](#)

Type Parameters

T

## ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

Returns

[string](#) 

A string that represents the current object.

## WriteData<T>(T)

```
public Task<OperationStatus> WriteData<T>(T content)
```

Parameters

**content** T

Returns

[Task](#)  [OperationStatus](#)

Type Parameters

T

# Class ProductionUnitJsonConverter

Namespace: [Heatington.Controllers](#)

Assembly: Heatington.dll

```
public class ProductionUnitJsonConverter : JsonConverter<ProductionUnit>
```

## Inheritance

[object](#) < [JsonConverter](#) < [JsonConverter](#) < [ProductionUnit](#) > < ProductionUnitJsonConverter

## Inherited Members

[JsonConverter<ProductionUnit>.CanConvert\(Type\)](#) ,  
[JsonConverter<ProductionUnit>.ReadAsPropertyName\(ref Utf8JsonReader, Type, JsonSerializerOptions\)](#) ,  
[JsonConverter<ProductionUnit>.WriteAsPropertyName\(Utf8JsonWriter, ProductionUnit, JsonSerializerOptions\)](#) ,  
[JsonConverter<ProductionUnit>.HandleNull](#) , [JsonConverter<ProductionUnit>.Type](#) ,  
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### Read(ref Utf8JsonReader, Type, JsonSerializerOptions)

Reads and converts the JSON to type [ProductionUnit](#).

```
public override ProductionUnit Read(ref Utf8JsonReader reader, Type typeToConvert, JsonSerializerOptions options)
```

## Parameters

reader [Utf8JsonReader](#)

The reader.

typeToConvert [Type](#)

The type to convert.

options [JsonSerializerOptions](#)<sup>↗</sup>

An object that specifies serialization options to use.

Returns

[ProductionUnit](#)

The converted value.

## Write(Utf8JsonWriter, ProductionUnit, JsonSerializerOptions)

Writes a specified value as JSON.

```
public override void Write(Utf8JsonWriter writer, ProductionUnit productionUnit,  
    JsonSerializerOptions options)
```

Parameters

writer [Utf8JsonWriter](#)<sup>↗</sup>

The writer to write to.

productionUnit [ProductionUnit](#)

options [JsonSerializerOptions](#)<sup>↗</sup>

An object that specifies serialization options to use.

# Namespace Heatington.Controllers.Enums

## Enums

### [OperationStatus](#)

Documentation in Documents/Heatington/Controllers/Enums/OperationStatus.md

# Enum OperationStatus

Namespace: [Heatington.Controllers.Enums](#)

Assembly: Heatington.dll

Documentation in Documents/Heatington/Controllers/Enums/OperationStatus.md

```
public enum OperationStatus
```

## Fields

FAILURE = 2

LOADING = 1

SUCCESS = 0

# Namespace Heatington.Controllers. Interfaces

## Interfaces

[IReadWriteController](#)

Documentation in Documents/Heatington/Controllers/Interfaces/IReadWriteController.md

[ISerializeDeserialize](#)



# Interface IReadWriteController

Namespace: [Heatington.Controllers.Interfaces](#)

Assembly: Heatington.dll

Documentation in Documents/Heatington/Controllers/Interfaces/IReadWriteController.md

```
public interface IReadWriteController
```

## Methods

### ReadData<T>()

```
Task<T> ReadData<T>()
```

Returns

[Task](#)<T>

Type Parameters

T

### ToString()

```
string? ToString()
```

Returns

[string](#)

### WriteData<T>(T)

```
Task<OperationStatus> WriteData<T>(T content)
```

## Parameters

**content** T

## Returns

[Task](#)[↗](#) <[OperationStatus](#)>

## Type Parameters

T

# Interface ISerializeDeserialize

Namespace: [Heatington.Controllers.Interfaces](#)

Assembly: Heatington.dll

```
public interface ISerializeDeserialize
```

## Methods

### Deserialize<T>(string)

```
public static abstract T? Deserialize<T>(string file)
```

#### Parameters

file [string](#) 

#### Returns

T

#### Type Parameters

T

### Serialize<T>(T)

```
public static abstract string? Serialize<T>(T obj)
```

#### Parameters

obj T

#### Returns

[string](#) 

## Type Parameters

T

# Namespace Heatington.Controllers.

## Serializers

### Classes

[CsvConstructorAttribute](#)

# Class CsvConstructorAttribute

Namespace: [Heatington.Controllers.Serializers](#)


















Assembly: Heatington.dll

```
[AttributeUsage(AttributeTargets.Constructor, AllowMultiple = false)]  
public sealed class CsvConstructorAttribute : Attribute
```

## Inheritance

[object](#)  ← [Attribute](#)  ← CsvConstructorAttribute

## Inherited Members

[Attribute.Equals\(object\)](#)  , [Attribute.GetCustomAttribute\(Assembly, Type\)](#)  ,  
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#)  ,  
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#)  ,  
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#)  ,  
[Attribute.GetCustomAttribute\(Module, Type\)](#)  ,  
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#)  ,  
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#)  ,  
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(Assembly\)](#)  , [Attribute.GetCustomAttributes\(Assembly, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(Assembly, Type\)](#)  ,  
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(MemberInfo\)](#)  ,  
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#)  ,  
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(Module\)](#)  , [Attribute.GetCustomAttributes\(Module, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(Module, Type\)](#)  ,  
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(ParameterInfo\)](#)  ,  
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#)  ,  
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#)  ,  
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#)  , [Attribute.GetHashCode\(\)](#)  ,  
[Attribute.IsDefaultAttribute\(\)](#)  , [Attribute.IsDefined\(Assembly, Type\)](#)  ,  
[Attribute.IsDefined\(Assembly, Type, bool\)](#)  , [Attribute.IsDefined\(MemberInfo, Type\)](#)  ,  
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#)  , [Attribute.IsDefined\(Module, Type\)](#)  ,  
[Attribute.IsDefined\(Module, Type, bool\)](#)  , [Attribute.IsDefined\(ParameterInfo, Type\)](#)  ,  
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#)  , [Attribute.Match\(object\)](#)  , [Attribute.TypeId](#)  ,

[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

# Namespace Heatington.Data

## Interfaces

[IDataSource](#)



# Interface IDataSource

Namespace: [Heatington.Data](#)

Assembly: Heatington.dll

```
public interface IDataSource
```

## Methods

### GetDataAsync(string)

```
Task<List<DataPoint>?> GetDataAsync(string filePath)
```

#### Parameters

**filePath** [string](#)

#### Returns

[Task](#)<[List](#)<[DataPoint](#)>>

### SaveData(List<DataPoint>, string)

```
void SaveData(List<DataPoint> data, string filePath)
```

#### Parameters

**data** [List](#)<[DataPoint](#)>

**filePath** [string](#)

# Namespace Heatington.Helpers

## Classes

[Utilities](#)

# Class Utilities

Namespace: [Heatington.Helpers](#)







Assembly: Heatington.dll

```
public static class Utilities
```

## Inheritance

[object](#)  ← Utilities

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Methods

### ConvertObject<T>(object?)

```
public static T ConvertObject<T>(object? obj)
```

#### Parameters

**obj** [object](#) 

#### Returns

T

#### Type Parameters

T

### DisplayException(string)

```
public static void DisplayException(string message)
```

## Parameters

message [string](#)

## GeneratePathToFileInAssetsDirectory(string)

```
public static string GeneratePathToFileInAssetsDirectory(string fileName)
```

## Parameters

fileName [string](#)

## Returns

[string](#)

## GetAbsolutePathToAssetsDirectory()

```
public static string GetAbsolutePathToAssetsDirectory()
```

## Returns

[string](#)

## ToString()

```
public static string ToString()
```

## Returns

[string](#)

# Namespace Heatington.Models

## Classes

[DataPoint](#)

[ResultHolder](#)

# Class DataPoint

Namespace: [Heatington.Models](#)








Assembly: Heatington.dll

```
public class DataPoint
```

## Inheritance

[object](#)  ← DataPoint

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Constructors

DataPoint(string, string, string, string)

```
public DataPoint(string startTime, string endTime, string heatDemand,  
string electricityPrice)
```

## Parameters

startTime [string](#) 

endTime [string](#) 

heatDemand [string](#) 

electricityPrice [string](#) 

## Properties

ElectricityPrice

```
public double ElectricityPrice { get; }
```

Property Value

[double](#)

## EndTime

```
public DateTime EndTime { get; }
```

Property Value

[DateTime](#)

## HeatDemand

```
public double HeatDemand { get; }
```

Property Value

[double](#)

## StartTime

```
public DateTime StartTime { get; }
```

Property Value

[DateTime](#)


# Class ResultHolder

Namespace: [Heatington.Models](#)







Assembly: Heatington.dll

```
public class ResultHolder
```

## Inheritance

[object](#)  ← ResultHolder

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Constructors

ResultHolder(DateTime, DateTime, double, double, double, List<ProductionUnit>)

```
public ResultHolder(DateTime startTime, DateTime endTime, double heatDemand, double  
electricityPrice, double netProductionCost, List<ProductionUnit> boilers)
```

## Parameters

startTime [DateTime](#) 

endTime [DateTime](#) 

heatDemand [double](#) 

electricityPrice [double](#) 

netProductionCost [double](#) 

boilers [List](#)  <[ProductionUnit](#)>

## Properties



## Boilers

```
public List<ProductionUnit> Boilers { get; set; }
```

### Property Value

[List](#) [<ProductionUnit>](#)

## ElectricityPrice

```
public double ElectricityPrice { get; }
```

### Property Value

[double](#)

## EndTime

```
public DateTime EndTime { get; }
```

### Property Value

[DateTime](#)

## HeatDemand

```
public double HeatDemand { get; }
```

### Property Value

[double](#)

## NetProductionCost

```
public double NetProductionCost { get; set; }
```

Property Value

[double](#)<sup>↗</sup>

## StartTime

```
public DateTime StartTime { get; }
```

Property Value

[DateTime](#)<sup>↗</sup>

## Methods

### ToString()

Returns a string that represents the current object.

```
public override string ToString()
```

Returns

[string](#)<sup>↗</sup>

A string that represents the current object.

# Namespace Heatington.Optimizer

## Classes

[Opt](#)

# Class Opt

Namespace: [Heatington.Optimizer](#)








Assembly: Heatington.dll

```
public class Opt
```

## Inheritance

[object](#)  ← Opt

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Properties

### Results

```
public List<ResultHolder>? Results { get; }
```

### Property Value

[List](#)  <[ResultHolder](#)>

## Methods

### CalculateNetProductionCost()

```
public void CalculateNetProductionCost()
```

### LoadData()

```
public void LoadData()
```

## LogDataPoints()

```
public void LogDataPoints()
```

## LogProductionUnits()

```
public void LogProductionUnits()
```

## LogResults()

```
public void LogResults()
```

## OptimizeScenario1()

```
public void OptimizeScenario1()
```

# Namespace Heatington.SourceDataManager

## Classes

[SourceDataManager](#)


# Class SourceDataManager

Namespace: [Heatington.SourceDataManager](#)








Assembly: Heatington.dll

```
public class SourceDataManager
```

## Inheritance

[object](#)  ← SourceDataManager

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Constructors

### SourceDataManager(IDataSource, string)

```
public SourceDataManager(IDataSource dataSource, string filePath)
```

## Parameters

dataSource [IDataSource](#)

filePath [string](#) 

## Properties

### TimeSeriesData

```
public List<DataPoint>? TimeSeriesData { get; set; }
```

## Property Value

[List](#)  [DataPoint](#)

# Methods

## ConvertApiToCsv(List<DataPoint>)

```
public void ConvertApiToCsv(List<DataPoint> dataFromApi)
```

### Parameters

dataFromApi [List](#) <[DataPoint](#)>

## FetchTimeSeriesDataAsync()

```
public Task FetchTimeSeriesDataAsync()
```

### Returns

[Task](#)

## LogTimeSeriesData()

```
public void LogTimeSeriesData()
```



# Namespace Heatington.Tests

## Classes

[UnitTest1](#)


# Class UnitTest1

Namespace: [Heatington.Tests](#)








Assembly: Heatington.Tests.dll

```
public class UnitTest1
```

## Inheritance

[object](#)  ← UnitTest1

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Methods

### Test1()

```
[Fact]  
public void Test1()
```

# Namespace Heatington.Tests.Controllers

## Classes

[FileControllerTests](#)

Documentation in Documents/Heatington.Tests/Controllers/FileController.Tests.md

# Class FileControllerTests

Namespace: [Heatington.Tests.Controllers](#)

Assembly: Heatington.Tests.dll

Documentation in Documents/Heatington.Tests/Controllers/FileControllerTests.md

```
public class FileControllerTests : IDisposable
```








## Inheritance

[object](#)  ← FileControllerTests

## Implements

[IDisposable](#) 

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  ,  
[object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  ,  
[object.ToString\(\)](#) 

## Constructors

### FileControllerTests()

```
public FileControllerTests()
```

## Methods

### Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

```
public void Dispose()
```

## ReadFileFromPath\_ReadFile\_ReadsCorrectContent()

```
[Fact]
public void ReadFileFromPath_ReadFile_ReadsCorrectContent()
```

## ReadFileFromPath\_ReadNotExistingFile\_FileNotFound(string )

```
[Theory]
[InlineData(new object[] { "aaa1" })]
[InlineData(new object[] { "test.csv" })]
[InlineData(new object[] { "csv.ctest" })]
[InlineData(new object[] { "./adsfsaf.json" })]
[InlineData(new object[] { "../../assets" })]
[InlineData(new object[] { "c:\\78fe9lk" })]
[InlineData(new object[] { "/root12" })]
[InlineData(new object[] { "./Jsons" })]
[InlineData(new object[] { "./123" })]
public void ReadFileFromPath_ReadNotExistingFile_FileNotFound(string wrongFileName)
```

## Parameters

wrongFileName [string](#) 

## WriteFileFromPath\_WriteEmptyStringToFile\_CreatesFile()

```
[Fact]
public void WriteFileFromPath_WriteEmptyStringToFile_CreatesFile()
```

## WriteFileFromPath\_WriteFile\_WritesCorrectContent()

```
[Fact]
public void WriteFileFromPath_WriteFile_WritesCorrectContent()
```

# WriteToFileFromPath\_WriteToTheSameFileTwice\_CreatesTwo()

[Fact]

```
public void WriteToFileFromPath_WriteToTheSameFileTwice_CreatesTwo()
```