

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 : JsonSerializer<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](#)[↗]

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](#)[↗]

The writer to write to.

productionUnit [ProductionUnit](#)

options [JsonSerializerOptions](#)[↗]

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](#)[↗]

StartTime

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

Property Value

[DateTime](#)[↗]

Methods

ToString()

Returns a string that represents the current object.

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

Returns

[string](#)[↗]

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()
```