

## HotelRoomManager Namespace

Zawiera klasy i interfejsy odpowiedzialne za zarządzanie hotelem, pokojami oraz gośćmi.

### Classes

<a href="#">Guest</a>	Reprezentuje gościa hotelowego wraz z danymi osobowymi i terminem pobytu.
<a href="#">Hotel</a>	Reprezentuje hotel zawierający pokoje oraz umożliwia operacje na nich, takie jak serializacja, sortowanie i obliczanie przychodu.
<a href="#">InvalidImieException</a>	Wyjątek zgłaszany w przypadku niepoprawnego imienia.
<a href="#">InvalidNameException</a>	Wyjątek zgłaszany w przypadku niepoprawnej nazwy hotelu.
<a href="#">InvalidNazwiskoException</a>	Wyjątek zgłaszany w przypadku niepoprawnego nazwiska.
<a href="#">InvalidPeselException</a>	Wyjątek zgłaszany w przypadku niepoprawnego numeru PESEL.
<a href="#">InvalidRoomDataException</a>	Wyjątek zgłaszany w przypadku niepoprawnych danych pokoju.
<a href="#">Room</a>	Abstrakcyjna klasa bazowa reprezentująca pokój hotelowy.
<a href="#">StandardRoom</a>	Reprezentuje standardowy pokój hotelowy.
<a href="#">SuiteRoom</a>	Reprezentuje apartament typu suite z dodatkową opłatą.

### Interfaces

<a href="#">IHotel</a>	Interfejs definiujący podstawowe operacje na hotelu.
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### Delegates

<a href="#">Hotel.RoomFilter</a>	Delegat filtrujący pokoje.
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### Enumerations

<a href="#">EnumRoomKind</a>	Określa rodzaj pokoju hotelowego.
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## EnumRoomKind Enumeration

Określa rodzaj pokoju hotelowego.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public enum EnumRoomKind
```

### Members

Single	0	Pokój jednoosobowy.
Double	1	Pokój dwuosobowy.
Suite	2	Apartament typu suite.
Studio	3	Pokój typu studio.
Other	4	Inny typ pokoju.

### See Also

#### Reference

[HotelRoomManager Namespace](#)

## Guest Class

Reprezentuje gościa hotelowego wraz z danymi osobowymi i terminem pobytu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public class Guest : ICloneable
```

**Inheritance**      [Object](#) → [Guest](#)

**Implements**      [ICloneable](#)

### Constructors

<a href="#">Guest()</a>	Inicjalizuje nową, pustą instancję klasy <a href="#">Guest</a> .
<a href="#">Guest(String, String, String, Int32)</a>	Inicjalizuje nową instancję klasy <a href="#">Guest</a> z danymi gościa i czasem pobytu.

### Properties

<a href="#">CheckInDate</a>	Data zameldowania gościa.
<a href="#">CheckOutDate</a>	Data wymeldowania gościa.
<a href="#">GuestId</a>	Unikalny identyfikator gościa.
<a href="#">Imie</a>	Imię gościa.
<a href="#">Nazwisko</a>	Nazwisko gościa.
<a href="#">Pesel</a>	Numer PESEL gościa.

### Methods

<a href="#">Clone</a>	Tworzy płytką kopię obiektu gościa.
<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )

## *HotelRoomManager*

<a href="#">ToString</a>	Zwraca tekstową reprezentację gościa. (Overrides <a href="#">Object.ToString()</a> )
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See Also

*Reference*

[HotelRoomManager Namespace](#)

## Guest Constructor

Inicjalizuje nową, pustą instancję klasy [Guest](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public Guest()
```

### See Also

*Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest(String, String, String, Int32) Constructor

Inicjalizuje nową instancję klasy [Guest](#) z danymi gościa i czasem pobytu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public Guest(  
    string imie,  
    string nazwisko,  
    string pesel,  
    int daysCount  
)
```

### Parameters

*imie* [String](#)

Imię gościa.

*nazwisko* [String](#)

Nazwisko gościa.

*pesel* [String](#)

Numer PESEL gościa.

*daysCount* [Int32](#)

Liczba dni pobytu.

### See Also

#### Reference

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.CheckInDate Property

Data zameldowania gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public DateTime CheckInDate { get; set; }
```

### Property Value

[DateTime](#)

### See Also

#### *Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.CheckOutDate Property

Data wymeldowania gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public DateTime CheckOutDate { get; set; }
```

### Property Value

[DateTime](#)

### See Also

#### *Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)



## Guest.GuestId Property

Unikalny identyfikator gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public int GuestId { get; set; }
```

### Property Value

[Int32](#)

### See Also

#### *Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.Imie Property

Imię gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### Exceptions

<a href="#">InvalidImieException</a>	Rzucany, gdy imię jest puste, za krótkie lub nie zaczyna się od wielkiej litery.
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### See Also

*Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.Nazwisko Property

Nazwisko gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### Exceptions

<a href="#">InvalidNazwiskoException</a>	Rzucany, gdy nazwisko jest puste, za krótkie lub nie zaczyna się od wielkiej litery.
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### See Also

[Reference](#)

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.Pesel Property

Numer PESEL gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### Exceptions

<a href="#">InvalidPeselException</a>	Rzucany, gdy PESEL jest pusty, ma niepoprawną długość lub zawiera znaki inne niż cyfry.
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### See Also

[Reference](#)

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.Clone Method

Tworzy płytką kopię obiektu gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public Object Clone()
```

### Return Value

#### [Object](#)

Klon obiektu [Guest](#).

### Implements

[ICloneable.Clone\(\)](#)

### See Also

#### *Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Guest.ToString Method

Zwraca tekstową reprezentację gościa.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public override string ToString()
```

### Return Value

[String](#)

Ciąg znaków zawierający imię, nazwisko oraz datę wymeldowania.

### See Also

*Reference*

[Guest Class](#)

[HotelRoomManager Namespace](#)

## Hotel Class

Reprezentuje hotel zawierający pokoje oraz umożliwia operacje na nich, takie jak serializacja, sortowanie i obliczanie przychodu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public class Hotel : IHotel, IComparer<Room>
```

**Inheritance**      [Object](#) → [Hotel](#)

**Implements**      [IHotel](#), [IComparer](#)([Room](#))

### Constructors

<a href="#">Hotel()</a>	Inicjalizuje nową instancję klasy <a href="#">Hotel</a> .
<a href="#">Hotel(String)</a>	Inicjalizuje nową instancję klasy <a href="#">Hotel</a> z podaną nazwą.

### Properties

<a href="#">CzyZmienionoDane</a>	Informuje, czy dane hotelu zostały zmienione.
<a href="#">HotelId</a>	Unikalny identyfikator hotelu.
<a href="#">Name</a>	Nazwa hotelu.
<a href="#">Rooms</a>	Lista pokoi hotelowych.

### Methods

<a href="#">Compare</a>	Porównuje dwa pokoje według ceny.
<a href="#">DCReadFromXML</a>	Odczytuje obiekt hotelu z pliku XML.
<a href="#">DCSaveToXML</a>	Zapisuje obiekt hotelu do pliku XML z użyciem <a href="#">XmlSerializer</a> .
<a href="#">DodajPokoje</a>	Dodaje pokój do hotelu, jeśli nie istnieje już na liście.
<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">FilterRooms</a>	Filtruje pokoje na podstawie przekazanego delegata.
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )

<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">PrzydzielGoscia</a>	Przydziela gościa do pokoju o podanym identyfikatorze.
<a href="#">ReadHotelFromDb</a>	Odczytuje ostatnio zapisany hotel z bazy danych.
<a href="#">SaveToDb</a>	Zapisuje hotel do bazy danych.
<a href="#">SortRoomsByPriceAscending</a>	Sortuje pokoje rosnąco według ceny.
<a href="#">SortRoomsByPriceDescending</a>	Sortuje pokoje malejąco według ceny.
<a href="#">ToString</a>	Zwraca tekstową reprezentację hotelu. (Overrides <a href="#">Object.ToString()</a> )
<a href="#">TotalActualIncome</a>	Oblicza aktualny całkowity przychód hotelu na podstawie pobytów gości.
<a href="#">UsunPokoje</a>	Usuwa pokój z hotelu.
<a href="#">WybierzDrogieApartamenty</a>	Wybiera apartamenty o cenie wyższej niż podana.
<a href="#">WybierzPokojeTypu</a>	Wybiera pokoje określonego typu.

See Also

*Reference*

[HotelRoomManager Namespace](#)



## Hotel Constructor

Inicjalizuje nową instancję klasy [Hotel](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public Hotel()
```

### See Also

*Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel(String) Constructor

Inicjalizuje nową instancję klasy [Hotel](#) z podaną nazwą.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public Hotel(  
    string name  
)
```

### Parameters

*name* [String](#)

Nazwa hotelu.

### See Also

#### *Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.CzyZmienionoDane Property

Informuje, czy dane hotelu zostały zmienione.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public static bool CzyZmienionoDane { get; set; }
```

### Property Value

[Boolean](#)

### See Also

#### *Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.HotelId Property

Unikalny identyfikator hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public int HotelId { get; set; }
```

### Property Value

[Int32](#)

### See Also

#### *Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.Name Property

Nazwa hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### Implements

[IHotel.Name](#)

### Exceptions

<a href="#">InvalidNameException</a>	Rzucany, gdy nazwa jest pusta.
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### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.Rooms Property

Lista pokoiów hotelowych.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public List<Room> Rooms { get; set; }
```

### Property Value

[List](#)

([Room](#))

### Implements

[IHotel.Rooms](#)

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.Compare Method

Porównuje dwa pokoje według ceny.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public int Compare(  
    Room? x,  
    Room? y  
)
```

### Parameters

x [Room](#)

Pierwszy pokój.

y [Room](#)

Drugi pokój.

### Return Value

[Int32](#)

Wynik porównania cen.

### Implements

[IComparer\(T\).Compare\(T, T\)](#)

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.DCReadFromXML Method

Odczytuje obiekt hotelu z pliku XML.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public static Hotel DCReadFromXML(  
    string fname  
)
```

### Parameters

*fname* [String](#)

Nazwa pliku XML.

### Return Value

[Hotel](#)

Obiekt [Hotel](#) odczytany z pliku.

### See Also

#### *Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)



## Hotel.DCSaveToXML Method

Zapisuje obiekt hotelu do pliku XML z użyciem [XmlSerializer](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void DCSaveToXML(  
    string fname  
)
```

### Parameters

*fname* [String](#)

Nazwa pliku XML.

### See Also

#### [Reference](#)

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.DodajPokoj Method

Dodaje pokój do hotelu, jeśli nie istnieje już na liście.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void DodajPokoj(  
    Room r  
)
```

### Parameters

*r* [Room](#)

Pokój do dodania.

### Implements

[IHotel.DodajPokoj\(Room\)](#)

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.FilterRooms Method

Filtruje pokoje na podstawie przekazanego delegata.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public List<Room> FilterRooms(  
    Hotel.RoomFilter filter  
)
```

### Parameters

*filter* [Hotel.RoomFilter](#)

Delegat filtrujący.

### Return Value

[List\(Room\)](#)

Lista pokoi spełniających warunek.

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.PrzydzielGoscia Method

Przydziela gościa do pokoju o podanym identyfikatorze.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void PrzydzielGoscia(  
    string rID,  
    Guest g  
)
```

### Parameters

*rID* [String](#)

Identyfikator pokoju.

*g* [Guest](#)

Gość do przydzielenia.

### Implements

[IHotel.PrzydzielGoscia\(String, Guest\)](#)

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.ReadHotelFromDb Method

Odczytuje ostatnio zapisany hotel z bazy danych.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public static Hotel ReadHotelFromDb()
```

### Return Value

[Hotel](#)

Obiekt [Hotel](#) odczytany z bazy danych.

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.SaveToDb Method

Zapisuje hotel do bazy danych.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void SaveToDb()
```

### See Also

*Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.SortRoomsByPriceAscending Method

Sortuje pokoje rosnąco według ceny.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void SortRoomsByPriceAscending()
```

### See Also

*Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.SortRoomsByPriceDescending Method

Sortuje pokoje malejąco według ceny.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void SortRoomsByPriceDescending()
```

### See Also

*Reference*

[Hotel Class](#)

[HotelRoomManager Namespace](#)



## Hotel.ToString Method

Zwraca tekstową reprezentację hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public override string ToString()
```

### Return Value

[String](#)

Opis hotelu wraz z listą pokoi.

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.TotalActualIncome Method

Oblicza aktualny całkowity przychód hotelu na podstawie pobytów gości.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public decimal TotalActualIncome()
```

### Return Value

#### [Decimal](#)

Całkowity przychód hotelu.

### See Also

#### [Reference](#)

#### [Hotel Class](#)

#### [HotelRoomManager Namespace](#)

## Hotel.UsunPokoje Method

Usuwa pokój z hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void UsunPokoje(  
    Room r  
)
```

### Parameters

*r* [Room](#)

Pokój do usunięcia.

### Implements

[IHotel.UsunPokoje\(Room\)](#)

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.WybierzDrogieApartamenty Method

Wybiera apartamenty o cenie wyższej niż podana.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public List<Room> WybierzDrogieApartamenty(  
    decimal minimalnaCena  
)
```

### Parameters

*minimalnaCena* [Decimal](#)

Minimalna cena pokoju.

### Return Value

[List\(Room\)](#)

Lista drogich apartamentów.

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.WybierzPokojeTypu Method

Wybiera pokoje określonego typu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public List<Room> WybierzPokojeTypu(  
    EnumRoomKind typ  
)
```

### Parameters

*typ* [EnumRoomKind](#)

Typ pokoju.

### Return Value

[List\(Room\)](#)

Lista pokoiów danego typu.

### See Also

#### Reference

[Hotel Class](#)

[HotelRoomManager Namespace](#)

## Hotel.RoomFilter Delegate

Delegat filtrujący pokoje.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public delegate bool RoomFilter(  
    Room room  
)
```

### Parameters

*room* [Room](#)

Pokój do sprawdzenia.

### Return Value

[Boolean](#)

Wartość **true**, jeśli pokój spełnia warunek; w przeciwnym razie **false**.

### See Also

#### Reference

[HotelRoomManager Namespace](#)

## IHotel Interface

Interfejs definiujący podstawowe operacje na hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public interface IHotel
```

### Properties

<a href="#">Name</a>	Nazwa hotelu.
<a href="#">Rooms</a>	Lista pokoiów należących do hotelu.

### Methods

<a href="#">DodajPokoj</a>	Dodaje pokój do hotelu.
<a href="#">PrzydzielGoscia</a>	Przydziela gościa do pokoju o podanym identyfikatorze.
<a href="#">UsunPokoj</a>	Usuwa pokój z hotelu.

### See Also

#### Reference

[HotelRoomManager Namespace](#)

## IHotel.Name Property

Nazwa hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

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

### Property Value

[String](#)

### See Also

#### Reference

[IHotel Interface](#)

[HotelRoomManager Namespace](#)



## IHotel.Rooms Property

Lista pokoiów należących do hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
List<Room> Rooms { get; set; }
```

### Property Value

[List](#)

([Room](#))

### See Also

#### Reference

[IHotel Interface](#)

[HotelRoomManager Namespace](#)

## IHotel.DodajPokoje Method

Dodaje pokój do hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
void DodajPokoje(  
    Room r  
)
```

### Parameters

*r* [Room](#)

Pokój do dodania.

### See Also

#### Reference

[IHotel Interface](#)

[HotelRoomManager Namespace](#)

## IHotel.PrzydzielGoscia Method

Przydziela gościa do pokoju o podanym identyfikatorze.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
void PrzydzielGoscia(  
    string rID,  
    Guest g  
)
```

### Parameters

*rID* [String](#)

Identyfikator pokoju.

*g* [Guest](#)

Gość do przydzielenia.

### See Also

#### Reference

[IHotel Interface](#)

[HotelRoomManager Namespace](#)

## IHotel.UsunPokoj Method

Usuwa pokój z hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
void UsunPokoj(  
    Room r  
)
```

### Parameters

*r* [Room](#)

Pokój do usunięcia.

### See Also

#### Reference

[IHotel Interface](#)

[HotelRoomManager Namespace](#)

## InvalidImieException Class

Wyjątek zgłaszany w przypadku niepoprawnego imienia.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#
public class InvalidImieException : Exception
```

**Inheritance**      [Object](#) → [Exception](#) → [InvalidImieException](#)

### Constructors

<a href="#">InvalidImieException</a>	Inicjalizuje nową instancję wyjątku <a href="#">InvalidImieException</a> .
--------------------------------------	--

### Properties

<a href="#">Data</a>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HelpLink</a>	Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HResult</a>	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> )
<a href="#">InnerException</a>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Message</a>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Source</a>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> )
<a href="#">StackTrace</a>	Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> )
<a href="#">TargetSite</a>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> )

### Methods

<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )

<a href="#">GetBaseException</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">ToString</a>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> )

## Events

<a href="#">SerializeObjectState</a>	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from <a href="#">Exception</a> ) <b>Obsolete</b>
--------------------------------------	---

## See Also

### *Reference*

[HotelRoomManager Namespace](#)

## InvalidImieException Constructor

Inicjalizuje nową instancję wyjątku [InvalidImieException](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public InvalidImieException(  
    string? message  
)
```

### Parameters

*message* [String](#)

Komunikat opisujący błąd.

### See Also

#### Reference

[InvalidImieException Class](#)

[HotelRoomManager Namespace](#)

## InvalidNameException Class

Wyjątek zgłaszany w przypadku niepoprawnej nazwy hotelu.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#
public class InvalidNameException : Exception
```

**Inheritance**      [Object](#) → [Exception](#) → [InvalidNameException](#)

### Constructors

<a href="#">InvalidNameException</a>	Inicjalizuje nową instancję wyjątku <a href="#">InvalidNameException</a> .
--------------------------------------	--

### Properties

<a href="#">Data</a>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HelpLink</a>	Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HResult</a>	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> )
<a href="#">InnerException</a>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Message</a>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Source</a>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> )
<a href="#">StackTrace</a>	Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> )
<a href="#">TargetSite</a>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> )

### Methods

<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )



<a href="#">GetBaseException</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">ToString</a>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> )

## Events

<a href="#">SerializeObjectState</a>	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from <a href="#">Exception</a> ) <b>Obsolete</b>
--------------------------------------	---

## See Also

### *Reference*

[HotelRoomManager Namespace](#)

## InvalidNameException Constructor

Inicjalizuje nową instancję wyjątku [InvalidNameException](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public InvalidNameException(  
    string? message  
)
```

### Parameters

*message* [String](#)

Komunikat opisujący błąd.

### See Also

#### Reference

[InvalidNameException Class](#)

[HotelRoomManager Namespace](#)

## InvalidNazwiskoException Class

Wyjątek zgłaszany w przypadku niepoprawnego nazwiska.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public class InvalidNazwiskoException : Exception
```

**Inheritance**      [Object](#) → [Exception](#) → [InvalidNazwiskoException](#)

### Constructors

<a href="#">InvalidNazwiskoException</a>	Inicjalizuje nową instancję wyjątku <a href="#">InvalidNazwiskoException</a> .
--	--

### Properties

<a href="#">Data</a>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HelpLink</a>	Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HResult</a>	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> )
<a href="#">InnerException</a>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Message</a>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Source</a>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> )
<a href="#">StackTrace</a>	Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> )
<a href="#">TargetSite</a>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> )

### Methods

<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )

<a href="#">GetBaseException</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">ToString</a>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> )

## Events

<a href="#">SerializeObjectState</a>	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from <a href="#">Exception</a> ) <b>Obsolete</b>
--------------------------------------	---

## See Also

### Reference

[HotelRoomManager Namespace](#)

## InvalidNazwiskoException Constructor

Inicjalizuje nową instancję wyjątku [InvalidNazwiskoException](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public InvalidNazwiskoException(  
    string? message  
)
```

### Parameters

*message* [String](#)

Komunikat opisujący błąd.

### See Also

#### Reference

[InvalidNazwiskoException Class](#)

[HotelRoomManager Namespace](#)

## InvalidPeselException Class

Wyjątek zgłaszany w przypadku niepoprawnego numeru PESEL.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
public class InvalidPeselException : Exception
```

**Inheritance**      [Object](#) → [Exception](#) → [InvalidPeselException](#)

### Constructors

<a href="#">InvalidPeselException</a>	Inicjalizuje nową instancję wyjątku <a href="#">InvalidPeselException</a> .
---------------------------------------	---

### Properties

<a href="#">Data</a>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HelpLink</a>	Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HResult</a>	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> )
<a href="#">InnerException</a>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Message</a>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Source</a>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> )
<a href="#">StackTrace</a>	Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> )
<a href="#">TargetSite</a>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> )

### Methods

<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )

<a href="#">GetBaseException</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">ToString</a>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> )

## Events

<a href="#">SerializeObjectState</a>	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from <a href="#">Exception</a> ) <b>Obsolete</b>
--------------------------------------	---

## See Also

### *Reference*

[HotelRoomManager Namespace](#)

## InvalidPeselException Constructor

Inicjalizuje nową instancję wyjątku [InvalidPeselException](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public InvalidPeselException(  
    string? message  
)
```

### Parameters

*message* [String](#)

Komunikat opisujący błąd.

### See Also

#### Reference

[InvalidPeselException Class](#)

[HotelRoomManager Namespace](#)



## InvalidRoomDataException Class

Wyjątek zgłaszany w przypadku niepoprawnych danych pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#
public class InvalidRoomDataException : Exception
```

**Inheritance**      [Object](#) → [Exception](#) → [InvalidRoomDataException](#)

### Constructors

<a href="#">InvalidRoomDataException</a>	Inicjalizuje nową instancję wyjątku <a href="#">InvalidRoomDataException</a> .
--	--

### Properties

<a href="#">Data</a>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HelpLink</a>	Gets or sets a link to the help file associated with this exception. (Inherited from <a href="#">Exception</a> )
<a href="#">HResult</a>	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <a href="#">Exception</a> )
<a href="#">InnerException</a>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Message</a>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> )
<a href="#">Source</a>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> )
<a href="#">StackTrace</a>	Gets a string representation of the immediate frames on the call stack. (Inherited from <a href="#">Exception</a> )
<a href="#">TargetSite</a>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> )

### Methods

<a href="#">Equals</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )

<a href="#">GetBaseException</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">ToString</a>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> )

## Events

<a href="#">SerializeObjectState</a>	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from <a href="#">Exception</a> ) <b>Obsolete</b>
--------------------------------------	---

## See Also

### *Reference*

[HotelRoomManager Namespace](#)

## InvalidRoomDataException Constructor

Inicjalizuje nową instancję wyjątku [InvalidRoomDataException](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public InvalidRoomDataException(  
    string? message  
)
```

### Parameters

*message* [String](#)

Komunikat opisujący błąd.

### See Also

#### Reference

[InvalidRoomDataException Class](#)

[HotelRoomManager Namespace](#)

## Room Class

Abstrakcyjna klasa bazowa reprezentująca pokój hotelowy.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
public abstract class Room : IEquatable<Room>,
    IComparable<Room>
```

**Inheritance**      [Object](#) → Room

**Derived**            [HotelRoomManager.StandardRoom](#)  
[HotelRoomManager.SuiteRoom](#)

**Implements**        [IComparable](#)(Room), [IEquatable](#)(Room)

### Constructors

<a href="#">Room()</a>	Inicjalizuje nową instancję klasy <a href="#">Room</a> .
<a href="#">Room(EnumRoomKind, String, Decimal)</a>	Inicjalizuje nową instancję klasy <a href="#">Room</a> z danymi pokoju.

### Properties

<a href="#">AssignedGuests</a>	Lista gości aktualnie przypisanych do pokoju.
<a href="#">Hotel</a>	Hotel, do którego należy pokój.
<a href="#">HotelId</a>	Identyfikator hotelu, do którego należy pokój.
<a href="#">Name</a>	Nazwa pokoju.
<a href="#">Price</a>	Cena bazowa pokoju.
<a href="#">RoomID</a>	Unikalny identyfikator pokoju.
<a href="#">RoomKind</a>	Rodzaj pokoju.

### Methods

<a href="#">CompareTo</a>	Porównuje pokoje według ceny.
<a href="#">DodajGoscia</a>	Dodaje gościa do pokoju.
<a href="#">Equals(Object)</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )
<a href="#">Equals(Room)</a>	Sprawdza równość dwóch pokoi na podstawie identyfikatora.
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )

## HotelRoomManager

<a href="#">FinalPrice</a>	Oblicza końcową cenę pokoju, uwzględniając rabaty.
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )
<a href="#">Meldunek</a>	Melduje gościa w pokoju.
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">OdswiezGosci</a>	Usuwa gości, których pobyt już się zakończył.
<a href="#">ToString</a>	Zwraca tekstową reprezentację pokoju wraz z listą gości. (Overrides <a href="#">Object.ToString()</a> )
<a href="#">UsunGoscia</a>	Usuwa gościa z pokoju na podstawie numeru PESEL.

### Fields

<a href="#">creationDate</a>	Data utworzenia pokoju.
------------------------------	-------------------------

### See Also

#### Reference

[HotelRoomManager Namespace](#)

## Room Constructor

Inicjalizuje nową instancję klasy [Room](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public Room()
```

### See Also

*Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room(EnumRoomKind, String, Decimal) Constructor

Inicjalizuje nową instancję klasy [Room](#) z danymi pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public Room(  
    EnumRoomKind roomKind,  
    string name,  
    decimal price  
)
```

### Parameters

*roomKind* [EnumRoomKind](#)

Rodzaj pokoju.

*name* [String](#)

Nazwa pokoju.

*price* [Decimal](#)

Cena bazowa pokoju.

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.AssignedGuests Property

Lista gości aktualnie przypisanych do pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public List<Guest> AssignedGuests { get; set; }
```

### Property Value

[List](#)

([Guest](#))

### See Also

*Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)



## Room.Hotel Property

Hotel, do którego należy pokój.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public virtual Hotel Hotel { get; set; }
```

### Property Value

[Hotel](#)

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.HotelId Property

Identyfikator hotelu, do którego należy pokój.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public int HotelId { get; set; }
```

### Property Value

[Int32](#)

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.Name Property

Nazwa pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.Price Property

Cena bazowa pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public decimal Price { get; set; }
```

### Property Value

[Decimal](#)

### Exceptions

<a href="#">InvalidRoomDataException</a>	Rzucany, gdy cena jest niższa niż minimalna.
--	--

### See Also

*Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.RoomID Property

Unikalny identyfikator pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

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

### Property Value

[String](#)

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.RoomKind Property

Rodzaj pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public EnumRoomKind RoomKind { get; set; }
```

### Property Value

[EnumRoomKind](#)

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.CompareTo Method

Porównuje pokoje według ceny.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
public int CompareTo(  
    Room? other  
)
```

### Parameters

*other* [Room](#)

Inny pokój.

### Return Value

[Int32](#)

Wynik porównania cen.

### Implements

[IComparable\(T\).CompareTo\(T\)](#)

### See Also

#### Reference

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.DodajGoscia Method

Dodaje gościa do pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void DodajGoscia(  
    Guest g  
)
```

### Parameters

*g* [Guest](#)

Gość do dodania.

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)



## Room.Equals(Room) Method

Sprawdza równość dwóch pokoi na podstawie identyfikatora.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public bool Equals(  
    Room? other  
)
```

### Parameters

*other* [Room](#)

Inny pokój.

### Return Value

[Boolean](#)

true

, jeśli pokoje są równe; w przeciwnym razie **false**.

### Implements

[IEquatable\(T\).Equals\(T\)](#)

### See Also

#### Reference

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.FinalPrice Method

Oblicza końcową cenę pokoju, uwzględniając rabaty.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public virtual decimal FinalPrice()
```

### Return Value

#### [Decimal](#)

Końcowa cena pokoju.

### See Also

#### *Reference*

#### [Room Class](#)

#### [HotelRoomManager Namespace](#)

## Room.Meldunek Method

Melduje gościa w pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void Meldunek(  
    Guest g  
)
```

### Parameters

*g* [Guest](#)

Gość do zameldowania.

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.OdswiezGosci Method

Usuwa gości, których pobyt już się zakończył.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void OdswiezGosci()
```

### See Also

*Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.ToString Method

Zwraca tekstową reprezentację pokoju wraz z listą gości.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public override string ToString()
```

### Return Value

[String](#)

Opis pokoju.

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.UsunGoscia Method

Usuwa gościa z pokoju na podstawie numeru PESEL.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public void UsunGoscia(  
    string pesel  
)
```

### Parameters

*pesel* [String](#)

Numer PESEL gościa.

### See Also

#### *Reference*

[Room Class](#)

[HotelRoomManager Namespace](#)

## Room.creationDate Field

Data utworzenia pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
protected DateTime creationDate
```

### Field Value

#### [DateTime](#)

### See Also

#### *Reference*

#### [Room Class](#)

#### [HotelRoomManager Namespace](#)

## StandardRoom Class

Reprezentuje standardowy pokój hotelowy.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
public class StandardRoom : Room
```

**Inheritance**      [Object](#) → [Room](#) → [StandardRoom](#)

### Constructors

<a href="#">StandardRoom()</a>	Inicjalizuje nową instancję klasy <a href="#">StandardRoom</a> .
<a href="#">StandardRoom(EnumRoomKind, String, Decimal)</a>	Inicjalizuje nową instancję klasy <a href="#">StandardRoom</a> z danymi pokoju.

### Properties

<a href="#">AssignedGuests</a>	Lista gości aktualnie przypisanych do pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Hotel</a>	Hotel, do którego należy pokój. (Inherited from <a href="#">Room</a> )
<a href="#">HotelId</a>	Identyfikator hotelu, do którego należy pokój. (Inherited from <a href="#">Room</a> )
<a href="#">Name</a>	Nazwa pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Price</a>	Cena bazowa pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">RoomID</a>	Unikalny identyfikator pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">RoomKind</a>	Rodzaj pokoju. (Inherited from <a href="#">Room</a> )

### Methods

<a href="#">CompareTo</a>	Porównuje pokoje według ceny. (Inherited from <a href="#">Room</a> )
<a href="#">DodajGoscia</a>	Dodaje gościa do pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Equals(Object)</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )



<a href="#">Equals(Room)</a>	Sprawdza równość dwóch pokoi na podstawie identyfikatora. (Inherited from <a href="#">Room</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )
<a href="#">FinalPrice</a>	Oblicza końcową cenę pokoju, uwzględniając rabaty. (Inherited from <a href="#">Room</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )
<a href="#">Meldunek</a>	Melduje gościa w pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">OdswiezGosci</a>	Usuwa gości, których pobyt już się zakończył. (Inherited from <a href="#">Room</a> )
<a href="#">ToString</a>	Zwraca tekstową reprezentację pokoju wraz z listą gości. (Inherited from <a href="#">Room</a> )
<a href="#">UsunGoscia</a>	Usuwa gościa z pokoju na podstawie numeru PESEL. (Inherited from <a href="#">Room</a> )

## Fields

<a href="#">creationDate</a>	Data utworzenia pokoju. (Inherited from <a href="#">Room</a> )
------------------------------	---

## See Also

### Reference

[HotelRoomManager Namespace](#)

## StandardRoom Constructor

Inicjalizuje nową instancję klasy [StandardRoom](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public StandardRoom()
```

### See Also

#### *Reference*

[StandardRoom Class](#)

[HotelRoomManager Namespace](#)

## StandardRoom(EnumRoomKind, String, Decimal) Constructor

Inicjalizuje nową instancję klasy [StandardRoom](#) z danymi pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public StandardRoom(  
    EnumRoomKind roomKind,  
    string name,  
    decimal price  
)
```

### Parameters

*roomKind* [EnumRoomKind](#)

Rodzaj pokoju.

*name* [String](#)

Nazwa pokoju.

*price* [Decimal](#)

Cena bazowa pokoju.

### See Also

#### Reference

[StandardRoom Class](#)

[HotelRoomManager Namespace](#)

## SuiteRoom Class

Reprezentuje apartament typu suite z dodatkową opłatą.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public class SuiteRoom : Room
```

**Inheritance**      [Object](#) → [Room](#) → [SuiteRoom](#)

### Constructors

<a href="#">SuiteRoom()</a>	Inicjalizuje nową instancję klasy <a href="#">SuiteRoom</a> .
<a href="#">SuiteRoom(EnumRoomKind, String, Decimal)</a>	Inicjalizuje nową instancję klasy <a href="#">SuiteRoom</a> z danymi pokoju.

### Properties

<a href="#">AssignedGuests</a>	Lista gości aktualnie przypisanych do pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Hotel</a>	Hotel, do którego należy pokój. (Inherited from <a href="#">Room</a> )
<a href="#">HotelId</a>	Identyfikator hotelu, do którego należy pokój. (Inherited from <a href="#">Room</a> )
<a href="#">Name</a>	Nazwa pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Price</a>	Cena bazowa pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">RoomID</a>	Unikalny identyfikator pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">RoomKind</a>	Rodzaj pokoju. (Inherited from <a href="#">Room</a> )

### Methods

<a href="#">CompareTo</a>	Porównuje pokoje według ceny. (Inherited from <a href="#">Room</a> )
<a href="#">DodajGoscia</a>	Dodaje gościa do pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">Equals(Object)</a>	Determines whether the specified object is equal to the current object. (Inherited from <a href="#">Object</a> )

<a href="#">Equals(Room)</a>	Sprawdza równość dwóch pokoi na podstawie identyfikatora. (Inherited from <a href="#">Room</a> )
<a href="#">Finalize</a>	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from <a href="#">Object</a> )
<a href="#">FinalPrice</a>	Oblicza końcową cenę apartamentu typu suite, uwzględniając dodatkową opłatę. (Overrides <a href="#">Room.FinalPrice()</a> )
<a href="#">GetHashCode</a>	Serves as the default hash function. (Inherited from <a href="#">Object</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )
<a href="#">Meldunek</a>	Melduje gościa w pokoju. (Inherited from <a href="#">Room</a> )
<a href="#">MemberwiseClone</a>	Creates a shallow copy of the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> )
<a href="#">OdswiezGosci</a>	Usuwa gości, których pobyt już się zakończył. (Inherited from <a href="#">Room</a> )
<a href="#">ToString</a>	Zwraca tekstową reprezentację pokoju wraz z listą gości. (Inherited from <a href="#">Room</a> )
<a href="#">UsunGoscia</a>	Usuwa gościa z pokoju na podstawie numeru PESEL. (Inherited from <a href="#">Room</a> )

## Fields

<a href="#">creationDate</a>	Data utworzenia pokoju. (Inherited from <a href="#">Room</a> )
------------------------------	---

## See Also

### Reference

[HotelRoomManager Namespace](#)

## SuiteRoom Constructor

Inicjalizuje nową instancję klasy [SuiteRoom](#).

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public SuiteRoom()
```

### See Also

#### *Reference*

[SuiteRoom Class](#)

[HotelRoomManager Namespace](#)

## SuiteRoom(EnumRoomKind, String, Decimal) Constructor

Inicjalizuje nową instancję klasy [SuiteRoom](#) z danymi pokoju.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
  
public SuiteRoom(  
    EnumRoomKind roomKind,  
    string name,  
    decimal price  
)
```

### Parameters

*roomKind* [EnumRoomKind](#)

Rodzaj pokoju.

*name* [String](#)

Nazwa pokoju.

*price* [Decimal](#)

Cena bazowa pokoju.

### See Also

#### Reference

[SuiteRoom Class](#)

[HotelRoomManager Namespace](#)

## SuiteRoom.FinalPrice Method

Oblicza końcową cenę apartamentu typu suite, uwzględniając dodatkową opłatę.

### Definition

**Namespace:** [HotelRoomManager](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

```
C#  
public override decimal FinalPrice()
```

### Return Value

#### [Decimal](#)

Końcowa cena apartamentu.

### See Also

#### *Reference*

[SuiteRoom Class](#)

[HotelRoomManager Namespace](#)



## HotelRoomManager.Migrations Namespace

[Missing <summary> documentation for "N:HotelRoomManager.Migrations"]

### Classes

<a href="#">InitialCreate</a>	
-------------------------------	--

## InitialCreate Class

[Missing <summary> documentation for "T:HotelRoomManager.Migrations.InitialCreate"]

### Definition

**Namespace:** [HotelRoomManager.Migrations](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

#### C#

```
public sealed class InitialCreate : DbMigration,
    IMigrationMetadata
```

**Inheritance**      [Object](#) → [DbMigration](#) → [InitialCreate](#)

**Implements**      [IMigrationMetadata](#)

### Constructors

<a href="#">InitialCreate</a>	Initializes a new instance of the <a href="#">InitialCreate</a> class
-------------------------------	---

### Methods

<a href="#">AlterStoredProcedure(String, String, Object)</a>	Adds an operation to alter a stored procedure. Entity Framework Migrations APIs are not designed to accept input provided by untrusted sources (such as the end user of an application). If input is accepted from such sources it should be validated before being passed to these APIs to protect against SQL injection attacks etc. (Inherited from <a href="#">DbMigration</a> )
<a href="#">AlterStoredProcedure`1(String, Func(ParameterBuilder, UMP), String, Object)</a>	Adds an operation to alter a stored procedure. Entity Framework Migrations APIs are not designed to accept input provided by untrusted sources (such as the end user of an application). If input is accepted from such sources it should be validated before being passed to these APIs to protect against SQL injection attacks etc. (Inherited from <a href="#">DbMigration</a> )
<a href="#">CreateStoredProcedure(String, String, Object)</a>	Adds an operation to create a new stored procedure. Entity Framework Migrations APIs are not designed to accept input provided by untrusted sources (such as the end user of an application). If input is accepted from such sources it should be validated before being passed to these APIs to protect against SQL injection attacks etc. (Inherited from <a href="#">DbMigration</a> )
<a href="#">CreateStoredProcedure`1(String, Func(ParameterBuilder, UMP), String, Object)</a>	Adds an operation to create a new stored procedure. Entity Framework Migrations APIs are not designed to accept input provided by untrusted sources (such as the end user of an application). If input is accepted from such sources it should be

	validated before being passed to these APIs to protect against SQL injection attacks etc. (Inherited from <a href="#">DbMigration</a> )
<a href="#">Down</a>	(Overrides <a href="#">DbMigration.Down()</a> )
<a href="#">DropStoredProcedure</a>	Adds an operation to drop an existing stored procedure with the specified name. Entity Framework Migrations APIs are not designed to accept input provided by untrusted sources (such as the end user of an application). If input is accepted from such sources it should be validated before being passed to these APIs to protect against SQL injection attacks etc. (Inherited from <a href="#">DbMigration</a> )
<a href="#">GetType</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> )
<a href="#">Up</a>	(Overrides <a href="#">DbMigration.Up()</a> )

See Also

*Reference*

[HotelRoomManager.Migrations Namespace](#)

## InitialCreate Constructor

Initializes a new instance of the [InitialCreate](#) class

### Definition

**Namespace:** [HotelRoomManager.Migrations](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public InitialCreate()
```

### See Also

#### *Reference*

[InitialCreate Class](#)

[HotelRoomManager.Migrations Namespace](#)

## InitialCreate.Down Method

[Missing <summary> documentation for "M:HotelRoomManager.Migrations.InitialCreate.Down"]

### Definition

**Namespace:** [HotelRoomManager.Migrations](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public override void Down()
```

### See Also

#### *Reference*

[InitialCreate Class](#)

[HotelRoomManager.Migrations Namespace](#)

## InitialCreate.Up Method

[Missing <summary> documentation for "M:HotelRoomManager.Migrations.InitialCreate.Up"]

### Definition

**Namespace:** [HotelRoomManager.Migrations](#)

**Assembly:** HotelRoomManager (in HotelRoomManager.exe) Version: 1.0.0

**C#**

```
public override void Up()
```

### See Also

#### *Reference*

[InitialCreate Class](#)

[HotelRoomManager.Migrations Namespace](#)