

HotelRoomManager Namespace

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

Classes

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

Interfaces

<u>IHotel</u>	Interfejs definiujący podstawowe operacje na hotelu.
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Delegates

<u>Hotel.RoomFilter</u>	Delegat filtrujący pokoje.
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Enumerations

<u>EnumRoomKind</u>	Okręsła 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

Guest()	Inicjalizuje nową, pustą instancję klasy Guest.
Guest(String, String, String, Int32)	Inicjalizuje nową instancję klasy Guest z danymi gościa i czasem pobytu.

Properties

CheckInDate	Data zameldowania gościa.
CheckOutDate	Data wymeldowania gościa.
GuestId	Unikalny identyfikator gościa.
Imie	Imię gościa.
Nazwisko	Nazwisko gościa.
Pesel	Numer PESEL gościa.

Methods

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

HotelRoomManager

<u>ToString</u>	Zwraca tekstową reprezentację gościa. (Overrides <u>Object.ToString()</u>)
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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

InvalidOperationException	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

InvalidNazwiskoException	Rzucany, gdy nazwisko jest puste, za krótkie lub nie zaczyna się od wielkiej litery.
--	--

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

InvalidOperationException	Rzucany, gdy PESEL jest pusty, ma niepoprawną długość lub zawiera znaki inne niż cyfry.
---	---

See Also

[Reference](#)

[Guest Class](#)

[HotelRoomManager Namespace](#)

Guest.Clone Method

Tworzy płytka 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

Hotel()	Inicjalizuje nową instancję klasy Hotel.
Hotel(String)	Inicjalizuje nową instancję klasy Hotel z podaną nazwą.

Properties

CzyZmienionoDane	Informuje, czy dane hotelu zostały zmienione.
HotelId	Unikalny identyfikator hotelu.
Name	Nazwa hotelu.
Rooms	Lista pokojów hotelowych.

Methods

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

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

<u>InvalidOperationException</u>	Rzucany, gdy nazwa jest pusta.
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See Also

[Reference](#)

[Hotel Class](#)

[HotelRoomManager Namespace](#)

Hotel.Rooms Property

Lista pokojów 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](#)

Gosć 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.UsunPokoj Method

Usuwa pokój z hotelu.

Definition

Namespace: [HotelRoomManager](#)

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

C#

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

Parameters

r [Room](#)

Pokój do usunięcia.

Implements

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

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 pokojów 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

<u>Name</u>	Nazwa hotelu.
<u>Rooms</u>	Lista pokojów należących do hotelu.

Methods

<u>DodajPokoj</u>	Dodaje pokój do hotelu.
<u>PrzydzielGoscia</u>	Przydziela gościa do pokoju o podanym identyfikatorze.
<u>UsunPokoj</u>	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 pokojów 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.DodajPokoj Method

Dodaje pokój do hotelu.

Definition

Namespace: [HotelRoomManager](#)

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

C#

```
void DodajPokoj(  
    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](#)

Gosć 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

InvalidImieException	Inicjalizuje nową instancję wyjątku InvalidImieException .
--------------------------------------	--

Properties

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

Methods

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

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

Events

SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception) Obsolete
--------------------------------------	---

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 zgłoszany 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

InvalidNameException	Inicjalizuje nową instancję wyjątku InvalidNameException .
--------------------------------------	--

Properties

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

Methods

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

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

Events

SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception) Obsolete
--------------------------------------	---

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

InvalidNazwiskoException	Inicjalizuje nową instancję wyjątku InvalidNazwiskoException .
--	--

Properties

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

Methods

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

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

Events

SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception) Obsolete
--------------------------------------	---

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

InvalidPeselException	Inicjalizuje nową instancję wyjątku InvalidPeselException .
---------------------------------------	---

Properties

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

Methods

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

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

Events

SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception) Obsolete
--------------------------------------	---

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

InvalidRoomDataException	Inicjalizuje nową instancję wyjątku InvalidRoomDataException .
--	--

Properties

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

Methods

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

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

Events

SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception) Obsolete
--------------------------------------	---

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

Room()	Inicjalizuje nową instancję klasy Room.
Room(EnumRoomKind, String, Decimal)	Inicjalizuje nową instancję klasy Room z danymi pokoju.

Properties

AssignedGuests	Lista gości aktualnie przypisanych do pokoju.
Hotel	Hotel, do którego należy pokój.
HotelId	Identyfikator hotelu, do którego należy pokój.
Name	Nazwa pokoju.
Price	Cena bazowa pokoju.
RoomID	Unikalny identyfikator pokoju.
RoomKind	Rodzaj pokoju.

Methods

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

HotelRoomManager

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

Fields

creationDate	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

[InvalidRoomDataException](#)

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

StandardRoom()	Inicjalizuje nową instancję klasy StandardRoom.
StandardRoom(EnumRoomKind, String, Decimal)	Inicjalizuje nową instancję klasy StandardRoom z danymi pokoju.

Properties

AssignedGuests	Lista gości aktualnie przypisanych do pokoju. (Inherited from Room)
Hotel	Hotel, do którego należy pokój. (Inherited from Room)
HotelId	Identyfikator hotelu, do którego należy pokój. (Inherited from Room)
Name	Nazwa pokoju. (Inherited from Room)
Price	Cena bazowa pokoju. (Inherited from Room)
RoomID	Unikalny identyfikator pokoju. (Inherited from Room)
RoomKind	Rodzaj pokoju. (Inherited from Room)

Methods

CompareTo	Porównuje pokoje według ceny. (Inherited from Room)
DodajGoscia	Dodaje gościa do pokoju. (Inherited from Room)
Equals(Object)	Determines whether the specified object is equal to the current object. (Inherited from Object)

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

Fields

<u>creationDate</u>	Data utworzenia pokoju. (Inherited from <u>Room</u>)
-------------------------------------	--

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

SuiteRoom()	Inicjalizuje nową instancję klasy SuiteRoom .
SuiteRoom(EnumRoomKind, String, Decimal)	Inicjalizuje nową instancję klasy SuiteRoom z danymi pokoju.

Properties

AssignedGuests	Lista gości aktualnie przypisanych do pokoju. (Inherited from Room)
Hotel	Hotel, do którego należy pokój. (Inherited from Room)
HotelId	Identyfikator hotelu, do którego należy pokój. (Inherited from Room)
Name	Nazwa pokoju. (Inherited from Room)
Price	Cena bazowa pokoju. (Inherited from Room)
RoomID	Unikalny identyfikator pokoju. (Inherited from Room)
RoomKind	Rodzaj pokoju. (Inherited from Room)

Methods

CompareTo	Porównuje pokoje według ceny. (Inherited from Room)
DodajGoscia	Dodaje gościa do pokoju. (Inherited from Room)
Equals(Object)	Determines whether the specified object is equal to the current object. (Inherited from Object)

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

Fields

creationDate	Data utworzenia pokoju. (Inherited from Room)
------------------------------	---

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

[InitialCreate](#)

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

InitialCreate	Initializes a new instance of the InitialCreate class
-------------------------------	---

Methods

AlterStoredProcedure(String, String, Object)	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 DbMigration)
AlterStoredProcedure`1(String, Func(ParameterBuilder, UMP), String, Object)	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 DbMigration)
CreateStoredProcedure(String, String, Object)	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 DbMigration)
CreateStoredProcedure`1(String, Func(ParameterBuilder, UMP), String, Object)	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 DbMigration)
<u>Down</u>	(Overrides DbMigration.Down())
<u>DropStoredProcedure</u>	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 DbMigration)
<u>GetType</u>	Gets the Type of the current instance. (Inherited from Object)
<u>Up</u>	(Overrides DbMigration.Up())

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](#)