Namespace ATM.Domain

Classes

<u>ATM</u>

Account

<u>DepositCommand</u>

WithdrawCommand

Interfaces

ICommand

Class ATM

Namespace: <u>ATM.Domain</u>
Assembly: ATM.Domain.dll

public class ATM

Inheritance

<u>object</u>

✓ ATM

Inherited Members

Constructors

ATM(ICommand)

public ATM(ICommand command)

Parameters

command ICommand

Methods

Action()

public void Action()

Class Account

```
Namespace: <u>ATM.Domain</u>
Assembly: ATM.Domain.dll
```

public class Account

Inheritance

<u>object</u>

← Account

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Fields

MAX_INPUT_AMOUNT

```
public const decimal MAX INPUT AMOUNT = 10000
```

Field Value

<u>decimal</u> ☑

Properties

AccountBalance

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

Property Value

AccountNumber

```
public int AccountNumber { get; set; }
Property Value
int
```

Methods

Deposit(decimal)

```
public void Deposit(decimal amount)
```

Parameters

amount <u>decimal</u>♂

Withdraw(decimal)

```
public void Withdraw(decimal amount)
```

Parameters

amount <u>decimal</u> □

Class DepositCommand

```
Namespace: <u>ATM.Domain</u>
Assembly: ATM.Domain.dll
```

```
public class DepositCommand : ICommand
```

Inheritance

<u>object</u>

✓

Command

Implements

ICommand

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Constructors

DepositCommand(Account, decimal)

```
public DepositCommand(Account account, decimal amount)
```

Parameters

account **Account**

amount <u>decimal</u> □

Methods

Execute()

```
public void Execute()
```

Interface ICommand

Namespace: <u>ATM.Domain</u>
Assembly: ATM.Domain.dll

public interface ICommand

Methods

Execute()

void Execute()

Class WithdrawCommand

Namespace: <u>ATM.Domain</u>
Assembly: ATM.Domain.dll

public class WithdrawCommand : ICommand

Inheritance

Implements

ICommand

Inherited Members

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$

Constructors

WithdrawCommand(Account, decimal)

public WithdrawCommand(Account account, decimal amount)

Parameters

account **Account**

amount <u>decimal</u> □

Methods

Execute()

public void Execute()

Namespace ATM.Domain.Tests Classes

<u>ATMTests</u>

Class ATMTests

```
Namespace: <u>ATM.Domain.Tests</u>
Assembly: ATM.Domain.Tests.dll

public class ATMTests
```

Inheritance

<u>object</u> < ← ATMTests

Inherited Members

Methods

GivenAccountAndDeposit_ThenExecute_ReturnsCorrectAmount()

```
[Test]
public void GivenAccountAndDeposit_ThenExecute_ReturnsCorrectAmount()
```

GivenAccountAndWithdraw_ThenExecute_ReturnsCorrectAmount()

```
[Test]
public void GivenAccountAndWithdraw_ThenExecute_ReturnsCorrectAmount()
```