

Namespace ATM.Domain

Classes

[ATM](#)

Represents an Automated Teller Machine (ATM) that executes commands.

[Account](#)

Represents a bank account within the ATM system.

[DepositCommand](#)

Represents a deposit operation command for an account.

[WithdrawCommand](#)

Command that performs a withdrawal operation on an account.

Interfaces

[ICommand](#)

Defines a command interface with an execution method.

Class ATM

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll








Represents an Automated Teller Machine (ATM) that executes commands.

```
public class ATM
```

Inheritance

[object](#)  ← ATM

Inherited Members

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

Constructors

ATM(ICommand)

Initializes a new instance of the [ATM](#) class with a specified command.

```
public ATM(ICommand command)
```

Parameters

command [ICommand](#)

The command to be executed by the ATM.

Methods

Action()

Executes the assigned command.

```
public void Action()
```

Class Account

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll








Represents a bank account within the ATM system.

```
public class Account
```

Inheritance

[object](#)  ← Account

Inherited Members

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

Fields

MAX_INPUT_AMOUNT

The maximum amount allowed for a single deposit.

```
public const decimal MAX_INPUT_AMOUNT = 10000
```

Field Value

[decimal](#) 

Properties

AccountBalance

Gets or sets the current balance of the account.

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

Property Value

[decimal](#)

AccountNumber

Gets or sets the unique number identifying the account.

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

Property Value

[int](#)

Methods

Deposit(decimal)

Deposits a specified amount into the account balance.

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

Parameters

amount [decimal](#)

The amount to deposit.

Exceptions

[ArgumentException](#)

Thrown when the amount exceeds the maximum allowed deposit.

Withdraw(decimal)

Withdraws a specified amount from the account balance.

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

Parameters

amount [decimal](#) 

The amount to withdraw.

Exceptions

[ArgumentException](#) 

Thrown when the amount exceeds the current balance.

Class DepositCommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

Represents a deposit operation command for an account.

```
public class DepositCommand : ICommand
```








Inheritance

[object](#)  ← DepositCommand

Implements

[ICommand](#)

Inherited Members

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

Constructors

DepositCommand(Account, decimal)

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

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

Parameters

account [Account](#)

The account where the deposit will be made.

amount [decimal](#) 

The amount to deposit.

Methods

Execute()

Executes the deposit operation on the associated account.

```
public void Execute()
```


Interface ICommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

Defines a command interface with an execution method.

```
public interface ICommand
```

Methods

Execute()

Executes the command's action.

```
void Execute()
```

Class WithdrawCommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

Command that performs a withdrawal operation on an account.

```
public class WithdrawCommand : ICommand
```

Inheritance

[object](#) ← WithdrawCommand

Implements

[ICommand](#)

Inherited Members

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

Constructors

WithdrawCommand(Account, decimal)

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

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

Parameters

account [Account](#)

The account from which to withdraw.

amount [decimal](#)

The amount to withdraw.

Methods

Execute()

Executes the withdrawal command.

```
public void Execute()
```

Namespace ATM.Domain.Tests

Classes

[ATMTests](#)

Contains unit tests for the [ATM](#) operations using deposit and withdraw commands.

Class ATMTTests


Namespace: [ATM.Domain.Tests](#)

Assembly: ATM.Domain.Tests.dll








Contains unit tests for the [ATM](#) operations using deposit and withdraw commands.

```
public class ATMTTests
```

Inheritance

[object](#)  ← ATMTTests

Inherited Members

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

Methods

GivenAccountAndDeposit_ThenExecute_ReturnsCorrectAmount())

Tests that depositing into an account updates the balance correctly.

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

GivenAccountAndWithdraw_ThenExecute_ReturnsCorrectAmount())

Tests that withdrawing from an account updates the balance correctly.

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