

# Namespace Payment.Domain

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# Class CashPaymentStrategy

Namespace: [Payment.Domain](#)

Assembly: Payment.Domain.dll

```
public class CashPaymentStrategy : IPaymentStrategy
```

## Inheritance

[object](#) ← CashPaymentStrategy

## Implements

[IPaymentStrategy](#)

## Inherited Members

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

## Methods

### Pay(double)

```
public bool Pay(double amount)
```

## Parameters

amount [double](#)

## Returns

[bool](#)

# Class CreditCardPaymentStrategy

Namespace: [Payment.Domain](#)

Assembly: Payment.Domain.dll

```
public class CreditCardPaymentStrategy : IPaymentStrategy
```

## Inheritance

[object](#) ← CreditCardPaymentStrategy

## Implements

[IPaymentStrategy](#)

## Inherited Members

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

## Methods

### Pay(double)

```
public bool Pay(double amount)
```

## Parameters

**amount** [double](#)

## Returns

[bool](#)

# Class DebitCardPaymentStrategy

Namespace: [Payment.Domain](#)

Assembly: Payment.Domain.dll

```
public class DebitCardPaymentStrategy : IPaymentStrategy
```

## Inheritance

[object](#) ← DebitCardPaymentStrategy

## Implements

[IPaymentStrategy](#)

## Inherited Members

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

## Methods

### Pay(double)

```
public bool Pay(double amount)
```

## Parameters

amount [double](#)

## Returns

[bool](#)

# Interface IPaymentStrategy

Namespace: [Payment.Domain](#)

Assembly: Payment.Domain.dll

```
public interface IPaymentStrategy
```

## Methods

### Pay(double)

```
bool Pay(double amount)
```

#### Parameters

amount [double](#)

#### Returns

[bool](#)


# Class PaymentContext

Namespace: [Payment.Domain](#)








Assembly: Payment.Domain.dll

```
public class PaymentContext
```

## Inheritance

[object](#)  ← PaymentContext

## Inherited Members

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

## Methods

### Pay(double)

```
public bool Pay(double amount)
```

## Parameters

**amount** [double](#) 

## Returns

[bool](#) 

### SetPaymentStrategy(IPaymentStrategy)

```
public void SetPaymentStrategy(IPaymentStrategy strategy)
```

## Parameters

**strategy** [IPaymentStrategy](#)

# Class PaymentService

Namespace: [Payment.Domain](#)








Assembly: Payment.Domain.dll

```
public class PaymentService
```

## Inheritance

[object](#)  ← PaymentService

## Inherited Members

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

## Methods

### ProcessPayment(int, double)

```
public bool ProcessPayment(int SelectedPaymentType, double Amount)
```

## Parameters

SelectedPaymentType [int](#) 

Amount [double](#) 

## Returns

[bool](#) 

# Enum PaymentType

Namespace: [Payment.Domain](#)

Assembly: Payment.Domain.dll

```
public enum PaymentType
```

## Fields

Cash = 3

CreditCard = 1

DebitCard = 2



# Namespace Payment.Domain.Tests

## Classes

[PaymentTests](#)


# Class PaymentTests

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








Assembly: Payment.Domain.Tests.dll

```
public class PaymentTests
```

## Inheritance

[object](#)  ← PaymentTests

## Inherited Members

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

## Methods

### GivenAValidPaymentTypeAndAmount\_WhenProcessPayment\_ResultsSuccessful(int, double)

```
[TestCase(1, 1000)]  
[TestCase(2, 2000)]  
[TestCase(3, 3000)]  
public void GivenAValidPaymentTypeAndAmount_WhenProcessPayment_ResultsSuccessful(int  
paymentType, double amount)
```

## Parameters

paymentType [int](#) 

amount [double](#) 

### GivenAnUnknownPaymentTypeAndAmount\_WhenProcessPayment\_ResultsError(int, double)

```
[TestCase(4, 4000)]  
public void GivenAnUnknownPaymentTypeAndAmount_WhenProcessPayment_ResultsError(int
```

```
paymentType, double amount)
```

## Parameters

`paymentType` [int](#)<sup>↗</sup>

`amount` [double](#)<sup>↗</sup>