

Namespace ATM.Domain

Classes

[ATM](#)

[Account](#)

[DepositCommand](#)

[WithdrawCommand](#)

Interfaces

[ICommand](#)

Class ATM

Namespace: [ATM.Domain](#)








Assembly: ATM.Domain.dll

```
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)

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

Parameters

command [ICommand](#)

Methods

Action()

```
public void Action()
```

Class Account

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

```
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

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

Field Value

[decimal](#)

Properties

AccountBalance

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

Property Value

[decimal](#)

AccountNumber

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

Property Value

[int](#)

Methods

Deposit(decimal)

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

Parameters

amount [decimal](#)

Withdraw(decimal)

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

Parameters

amount [decimal](#)

Class DepositCommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

```
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)

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

Parameters

account [Account](#)

amount [decimal](#) 

Methods

Execute()

```
public void Execute()
```

Interface ICommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

```
public interface ICommand
```

Methods

Execute()

```
void Execute()
```


Class WithdrawCommand

Namespace: [ATM.Domain](#)

Assembly: ATM.Domain.dll

```
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)

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

Parameters

account [Account](#)

amount [decimal](#) 

Methods

Execute()

```
public void Execute()
```

Namespace Comportamiento.Domain

Classes

[TemperatureDisplay](#)

[WeatherStation](#)

Interfaces

[IObserver](#)

[ISubject](#)

Interface IObserver

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```
public interface IObserver
```

Methods

Update(float)

```
void Update(float temperature)
```

Parameters

temperature [float](#)

Interface ISubject

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```
public interface ISubject
```

Methods

NotifyObservers()

```
void NotifyObservers()
```

RegisterObserver(IObserver)

```
void RegisterObserver(IObserver observer)
```

Parameters

observer [IObserver](#)

RemoveObserver(IObserver)

```
void RemoveObserver(IObserver observer)
```

Parameters

observer [IObserver](#)

Class TemperatureDisplay

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```
public class TemperatureDisplay : IObserver
```

Inheritance

[object](#) ← TemperatureDisplay

Implements

[IObserver](#)

Inherited Members

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

Properties

LastTemperature

```
public float LastTemperature { get; }
```

Property Value

[float](#)

Methods

Update(float)

```
public void Update(float temperature)
```

Parameters

temperature [float](#)

Class WeatherStation

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```
public class WeatherStation : ISubject
```








Inheritance

[object](#)  ← WeatherStation

Implements

[ISubject](#)

Inherited Members

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

Methods

NotifyObservers()

```
public void NotifyObservers()
```

RegisterObserver(IObserver)

```
public void RegisterObserver(IObserver observer)
```

Parameters

observer [IObserver](#)

RemoveObserver(IObserver)

```
public void RemoveObserver(IObserver observer)
```

Parameters

observer [IObserver](#)

SetTemperature(float)

```
public void SetTemperature(float temperature)
```

Parameters

temperature [float](#)

Namespace Payment.Domain

Classes

[CashPaymentStrategy](#)

[CreditCardPaymentStrategy](#)

[DebitCardPaymentStrategy](#)

[PaymentContext](#)

[PaymentService](#)

Interfaces

[IPaymentStrategy](#)

Enums

[PaymentType](#)

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