Namespace Payment.Domain

Classes

<u>CashPaymentStrategy</u>

<u>CreditCardPaymentStrategy</u>

<u>DebitCardPaymentStrategy</u>

PaymentContext

<u>PaymentService</u>

Interfaces

<u>IPaymentStrategy</u>

Enums

<u>PaymentType</u>

Class CashPaymentStrategy

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

public class CashPaymentStrategy : IPaymentStrategy

Inheritance

<u>object</u> *□* ← CashPaymentStrategy

Implements

<u>IPaymentStrategy</u>

Inherited Members

Methods

Pay(double)

public bool Pay(double amount)

Parameters

amount <u>double</u> □

Returns

bool ♂

Class CreditCardPaymentStrategy

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

public class CreditCardPaymentStrategy : IPaymentStrategy

Inheritance

<u>object</u>

← CreditCardPaymentStrategy

Implements

<u>IPaymentStrategy</u>

Inherited Members

<u>object.Equals(object)</u> ♂, <u>object.Equals(object, object)</u> ♂, <u>object.GetHashCode()</u> ♂, <u>object.GetType()</u> ♂, <u>object.MemberwiseClone()</u> ♂, <u>object.ReferenceEquals(object, object)</u> ♂, <u>object.ToString()</u> ♂

Methods

Pay(double)

public bool Pay(double amount)

Parameters

amount <u>double</u> □

Returns

bool ♂

Class DebitCardPaymentStrategy

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

public class DebitCardPaymentStrategy : IPaymentStrategy

Inheritance

Implements

<u>IPaymentStrategy</u>

Inherited Members

<u>object.Equals(object)</u> ♂, <u>object.Equals(object, object)</u> ♂, <u>object.GetHashCode()</u> ♂, <u>object.GetType()</u> ♂, <u>object.MemberwiseClone()</u> ♂, <u>object.ReferenceEquals(object, object)</u> ♂, <u>object.ToString()</u> ♂

Methods

Pay(double)

public bool Pay(double amount)

Parameters

amount <u>double</u> □

Returns

bool ♂

Interface IPaymentStrategy

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

public interface IPaymentStrategy

Methods

Pay(double)

bool Pay(double amount)

Parameters

amount <u>double</u> □

Returns

<u>bool</u> ♂

Class PaymentContext

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

public class PaymentContext

Inheritance

<u>object</u> □ ← PaymentContext

Inherited Members

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

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: <u>Payment.Domain</u>
Assembly: Payment.Domain.dll

public class PaymentService

Inheritance

<u>object</u> ∠ ← PaymentService

Inherited Members

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

Methods

ProcessPayment(int, double)

public bool ProcessPayment(int SelectedPaymentType, double Amount)

Parameters

SelectedPaymentType <u>int</u>♂

Amount <u>double</u> ☑

Returns

bool₫

Enum PaymentType

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

public enum PaymentType

Fields

Cash = 3
CreditCard = 1
DebitCard = 2

Namespace Payment.Domain.Tests Classes

<u>PaymentTests</u>

Class PaymentTests

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

```
public class PaymentTests
```

Inheritance

<u>object</u> <a>d ← PaymentTests

Inherited Members

<u>object.Equals(object)</u> dobject.Equals(object, object) dobject.GetHashCode() dobject.GetType() dobject.MemberwiseClone() dobject.ReferenceEquals(object, object) dobject.ToString() dob

Methods

GivenAValidPaymentTypeAndAmount_WhenProcessPayment_ResultIsSuccesful(int, double)

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

Parameters

```
paymentType <u>int</u>♂
amount double♂
```

GivenAnUnknownPaymentTypeAndAmount_WhenProcessPayment_ResultIsError(int, double)

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

```
paymentType, double amount)
```

Parameters

paymentType <u>int</u>♂

amount <u>double</u>♂