# Namespace Bank.Domain

# Classes

**BankAccount** 

## Class BankAccount

Namespace: <u>Bank, Domain</u>
Assembly: Bank, Domain, dll

public class BankAccount

#### Inheritance

#### **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>

#### **Constructors**

BankAccount(string, double)

public BankAccount(string customerName, double balance)

**Parameters** 

customerName <u>string</u>♂

#### **Fields**

## CreditAmountLessThanZeroMessage

public const string CreditAmountLessThanZeroMessage = "Credit amount is less than zero"

Field Value

<u>string</u> □

## DebitAmountExceedsBalanceMessage

```
public const string DebitAmountExceedsBalanceMessage = "Debit amount exceeds balance"

Field Value

string♂
```

# Debit Amount Less Than Zero Message

```
public const string DebitAmountLessThanZeroMessage = "Debit amount is less than zero"
Field Value
string♂
```

# **Properties**

#### Balance

```
public double Balance { get; }

Property Value

double♂
```

### CustomerName

```
public string CustomerName { get; }
Property Value
string
```

# Methods

# Credit(double)

```
public void Credit(double amount)
```

Parameters

amount <u>double</u>♂

# Debit(double)

```
public void Debit(double amount)
```

Parameters

amount <u>double</u> □

# Namespace Bank.Domain.Tests

# Classes

<u>BankAccountTests</u>

## Class BankAccountTests

Namespace: <u>Bank, Domain, Tests</u>
Assembly: Bank, Domain, Tests, dll

public class BankAccountTests

#### Inheritance

<u>object</u> <a>™</a> ← BankAccountTests

#### **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**

Constructor\_SetsCustomerNameAndBalanceCorrectly()

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

Credit\_WhenAmountIsLessThanZero\_ShouldThrowArgumentOut OfRange()

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

Credit\_WithValidAmount\_UpdatesBalance()

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

# Debit\_WhenAmountIsLessThanZero\_ShouldThrowArgumentOut OfRange()

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

# Debit\_WhenAmountIsMoreThanBalance\_ShouldThrowArgument OutOfRange()

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

## Debit\_WithValidAmount\_UpdatesBalance()

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