

# Namespace Bank.Domain

## Classes

[BankAccount](#)


# Class BankAccount

Namespace: [Bank.Domain](#)

Assembly: Bank.Domain.dll

```
public class BankAccount
```

## Inheritance

[object](#)  ← BankAccount

## Inherited Members

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

## Constructors

### BankAccount(string, double)

```
public BankAccount(string customerName, double balance)
```

## Parameters

customerName [string](#) 

balance [double](#) 

## Fields

### DebitAmountExceedsBalanceMessage

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

## Field Value

[string](#)

## DebitAmountLessThanZeroMessage

```
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 [double](#)

## Debit(double)

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

Parameters

amount [double](#)

# Namespace Bank.Domain.Tests

## Classes

[BankAccountTests](#)


# Class BankAccountTests

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

Assembly: Bank.Domain.Tests.dll

```
public class BankAccountTests
```

## Inheritance

[object](#)  ← BankAccountTests

## Inherited Members

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

## Methods

Credit\_WhenAmountIsLessThanZero\_ShouldThrowArgumentOutOfRangeException()

[Test]

```
public void Credit_WhenAmountIsLessThanZero_ShouldThrowArgumentOutOfRangeException()
```

Credit\_WhenAmountIsMoreThanZero\_ShouldIncreaseBalance()

[Test]

```
public void Credit_WhenAmountIsMoreThanZero_ShouldIncreaseBalance()
```

Debit\_WhenAmountIsMoreThanBalance\_ShouldThrowArgumentOutOfRangeException()

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