Namespace Bank.Domain Classes

BankAccount

Class BankAccount

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

public class BankAccount

Inheritance

object
← BankAccount

Inherited Members

Constructors

BankAccount(string, double)

public BankAccount(string customerName, double balance)

Parameters

customerName <u>string</u>

☑

Fields

DebitAmountExceedsBalanceMessage

public const string DebitAmountExceedsBalanceMessage = "Debit amount
exceeds balance"

Field Value

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> d ← BankAccountTests

Inherited Members

Methods

Credit_WhenAmountIsLessThanZero_ShouldThrowArgumentOutOfRange()

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

Credit_WhenAmountIsMoreThanZero_ShouldIncreaseBalance()

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

Debit_WhenAmountIsMoreThanBalance_ShouldThrowArgumentOutOfRange()

[Test]

 $\textcolor{red}{\textbf{public void Debit_When Amount Is More Than Balance_Should Throw Argument Out Of Range ()}}$