# 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> < BankAccountTests

#### **Inherited Members**

#### Methods

#### Balance\_ReturnsInitialBalance()

```
[Fact]
public void Balance_ReturnsInitialBalance()
```

## Credit\_NegativeAmount\_ShouldThrowWithCorrectMessa ge()

```
[Fact]
public void Credit_NegativeAmount_ShouldThrowWithCorrectMessage()
```

### Credit WithValidAmount UpdatesBalance()

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

### Credit\_ZeroAmount\_ShouldNotChangeBalance()

```
[Fact]
public void Credit_ZeroAmount_ShouldNotChangeBalance()
```

### CustomerName\_ReturnsCorrectName()

```
[Fact]
public void CustomerName_ReturnsCorrectName()
```

### Debit\_AmountEqualToBalance\_ShouldSucceed()

```
[Fact]
public void Debit_AmountEqualToBalance_ShouldSucceed()
```

## Debit\_WhenAmountIsLessThanZero\_ShouldThrowArgumentOutOfRange()

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

## Debit\_WhenAmountIsMoreThanBalance\_ShouldThrowArgumentOutOfRange()

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

### Debit\_WithZeroAmount\_ShouldNotThrow()

[Fact]

## MultiDebit\_WithValidAmount\_UpdatesBalance(double, double, double)

```
[Theory]
[InlineData(new object[] { 11.99, 4.55, 7.44 })]
[InlineData(new object[] { 12.3, 5.2, 7.1 })]
public void MultiDebit_WithValidAmount_UpdatesBalance(double beginningBalance,
double debitAmount, double expected)
```

#### Parameters

beginningBalance <u>double</u> ♂

debitAmount double♂

expected <u>double</u>♂