Namespace Notifications.Domain

Classes

<u>AbstractMessage</u>

<u>EmailMessageSender</u>

<u>LongMessage</u>

<u>ShortMessage</u>

<u>SmsMessageSender</u>

Interfaces

<u>IMessageSender</u>

Class AbstractMessage

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

public abstract class AbstractMessage

Inheritance

<u>object</u> □ ← AbstractMessage

Derived

LongMessage, ShortMessage

Inherited Members

Fields

_messageSender

protected IMessageSender _messageSender

Field Value

<u>IMessageSender</u>

Methods

SendMessage(string)

public abstract string SendMessage(string Message)

Parameters

Message <u>string</u> ♂

Returns

Class EmailMessageSender

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

public class EmailMessageSender : IMessageSender

Inheritance

<u>object</u>

✓ EmailMessageSender

Implements

IMessageSender

Inherited Members

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

Methods

SendMessage(string)

public string SendMessage(string Message)

Parameters

Message <u>string</u> ✓

Returns

Interface IMessageSender

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

public interface IMessageSender

Methods

SendMessage(string)

string SendMessage(string Message)

Parameters

Returns

Class LongMessage

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

public class LongMessage : AbstractMessage

Inheritance

<u>object</u>

 ← <u>AbstractMessage</u>
 ← LongMessage

Inherited Members

Constructors

LongMessage(IMessageSender)

public LongMessage(IMessageSender messageSender)

Parameters

messageSender <u>IMessageSender</u>

Methods

SendMessage(string)

public override string SendMessage(string Message)

Parameters

Message <u>string</u> ✓

Returns

<u>string</u> ♂

Class ShortMessage

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

public class ShortMessage : AbstractMessage

Inheritance

Inherited Members

<u>AbstractMessage. messageSender</u>, <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

ShortMessage(IMessageSender)

public ShortMessage(IMessageSender messageSender)

Parameters

messageSender <u>IMessageSender</u>

Fields

LARGE_ERROR_MESSAGE

public const string LARGE_ERROR_MESSAGE = "Unable to send the message as length >
10 characters"

Field Value

<u>string</u> □

Methods

SendMessage(string)

public override string SendMessage(string Message)

Parameters

Message <u>string</u>♂

Returns

<u>string</u> ☑

Class SmsMessageSender

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

public class SmsMessageSender : IMessageSender

Inheritance

<u>object</u> □ ← SmsMessageSender

Implements

<u>IMessageSender</u>

Inherited Members

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

Methods

SendMessage(string)

public string SendMessage(string Message)

Parameters

Message <u>string</u> ✓

Returns