

# Introduction

# Getting Started

# Namespace Exchanger.Domain

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# Class CasaDeCambio

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class CasaDeCambio
```

## Inheritance

[object](#)  ← CasaDeCambio

## Inherited Members

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

## Methods

### GetInstance()

```
public static CasaDeCambio GetInstance()
```

## Returns

[CasaDeCambio](#)

# Class Cliente

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class Cliente
```

## Inheritance

[object](#)  ← Cliente

## Inherited Members

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

## Constructors

Cliente(string, string, string?)

```
public Cliente(string nombreUsuario, string contraseña, string? token = null)
```

## Parameters

nombreUsuario [string](#) 

contraseña [string](#) 

token [string](#) 

## Fields

historialTransacciones

```
public List<HistorialTransaccion> historialTransacciones
```

## Field Value

[List](#) <[HistorialTransaccion](#)>

## saldoPorMoneda

```
public Dictionary<string, double> saldoPorMoneda
```

Field Value

[Dictionary](#) <[string](#), [double](#)>

## Properties

### MedioDePago

```
public MedioDePago? MedioDePago { get; set; }
```

Property Value

[MedioDePago](#)

### NombreUsuario

```
public string? NombreUsuario { get; }
```

Property Value

[string](#)

## Methods

### Depositar(double, string)

```
public bool Depositar(double cantidad, string tipoMoneda)
```

## Parameters

`cantidad` [double](#)

`tipoMoneda` [string](#)

## Returns

[bool](#)

## LimpiarHistorialTransacciones()

```
public void LimpiarHistorialTransacciones()
```

## RealizarTransaccion(double, string, string, double)

```
public bool RealizarTransaccion(double cantidad, string monedaOrigen, string monedaDestino, double cantidadConvertida)
```

## Parameters

`cantidad` [double](#)

`monedaOrigen` [string](#)

`monedaDestino` [string](#)

`cantidadConvertida` [double](#)

## Returns

[bool](#)

## Retirar(double, string)

```
public bool Retirar(double cantidad, string tipoMoneda)
```

## Parameters

`cantidad` [double](#)

`tipoMoneda` [string](#)

## Returns

[bool](#)

## VerHistorial()

```
public string VerHistorial()
```

## Returns

[string](#)

## VerSaldoActual()

```
public void VerSaldoActual()
```

## VerificarCredenciales(string, string, string?)

```
public bool VerificarCredenciales(string nombreUsuario, string contraseña, string? token  
= null)
```

## Parameters

`nombreUsuario` [string](#)

`contraseña` [string](#)

`token` [string](#)

## Returns





# Class HistorialTransaccion

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class HistorialTransaccion
```

## Inheritance

[object](#)  ← HistorialTransaccion

## Inherited Members

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

## Constructors

HistorialTransaccion(DateTime, double, string, string, double)


```
public HistorialTransaccion(DateTime fecha, double cantidad, string monedaOrigen, string monedaDestino, double cantidadConvertida)
```

## Parameters

fecha [DateTime](#) 

cantidad [double](#) 

monedaOrigen [string](#) 

monedaDestino [string](#) 

cantidadConvertida [double](#) 

## Properties

Cantidad

```
public double Cantidad { get; }
```

Property Value

[double](#)

## CantidadConvertida

```
public double CantidadConvertida { get; }
```

Property Value

[double](#)

## Fecha

```
public DateTime Fecha { get; }
```

Property Value

[DateTime](#)

## MonedaDestino

```
public string MonedaDestino { get; }
```

Property Value

[string](#)

## MonedaOrigen

```
public string MonedaOrigen { get; }
```

Property Value

[string](#) 

# Class MedioDePago

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class MedioDePago
```

## Inheritance

[object](#)  ← MedioDePago

## Inherited Members

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

## Constructors

### MedioDePago(string)

```
public MedioDePago(string cci)
```

## Parameters

cci [string](#) 

## Properties

### CCI

```
public string CCI { get; set; }
```

## Property Value

[string](#) 

# Class Moneda

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class Moneda
```

## Inheritance

[object](#)  ← Moneda

## Inherited Members

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

## Constructors

### Moneda(string)

```
public Moneda(string nombre)
```

## Parameters

nombre [string](#) 

## Fields

### EUR

```
public static Moneda EUR
```

## Field Value

[Moneda](#)

## GBP

```
public static Moneda GBP
```

Field Value

[Moneda](#)

## PEN

```
public static Moneda PEN
```

Field Value

[Moneda](#)

## USD

```
public static Moneda USD
```

Field Value

[Moneda](#)

## Properties

### Nombre

```
public String Nombre { get; }
```

Property Value

[string](#)


# Class TasaDeCambio

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class TasaDeCambio
```

## Inheritance

[object](#)  ← TasaDeCambio

## Inherited Members

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

## Methods

### GetInstance()

```
public static TasaDeCambio GetInstance()
```

Returns

[TasaDeCambio](#)

### ObtenerTasasDeCambio()

```
public Dictionary<string, double> ObtenerTasasDeCambio()
```

Returns

[Dictionary](#)  <[string](#) , [double](#)  >



# Class Token

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class Token
```

## Inheritance

[object](#)  ← Token

## Inherited Members

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

# Constructors

## Token(string)

```
public Token(string value)
```

## Parameters

value [string](#) 

# Properties

## Value

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

## Property Value

[string](#) 

# Class Token.TokenBuilder

Namespace: [Exchanger.Domain](#)








Assembly: Exchanger.Domain.dll

```
public class Token.TokenBuilder
```

## Inheritance

[object](#)  ← Token.TokenBuilder

## Inherited Members

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

## Constructors

### TokenBuilder()

```
public TokenBuilder()
```

## Methods

### AddRandomChars(int)

```
public Token.TokenBuilder AddRandomChars(int length)
```

## Parameters

**length** [int](#) 

## Returns

[Token.TokenBuilder](#)

# Build()

```
public Token Build()
```

Returns

[Token](#)

# Class Transaccion

Namespace: [Exchanger.Domain](#)

Assembly: Exchanger.Domain.dll

```
public abstract class Transaccion
```








## Inheritance

[object](#)  ← Transaccion

## Derived

[TransaccionMoneda](#)

## Inherited Members

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

# Properties

## Factory

```
public static TransaccionFactory Factory { get; }
```

## Property Value

[TransaccionFactory](#)

# Methods

## RealizarConversion(double, string, string)

```
public abstract double RealizarConversion(double cantidad, string monedaOrigen,  
string monedaDestino)
```

## Parameters

cantidad [double](#)

monedaOrigen [string](#)

monedaDestino [string](#)

Returns

[double](#)

# Class TransaccionFactory

Namespace: [Exchanger.Domain](#)

Assembly: Exchanger.Domain.dll

```
public class TransaccionFactory
```

## Inheritance

[object](#) ← TransaccionFactory

## Inherited Members

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

## Methods

CrearTransaccion(Dictionary<string, double>)

```
public Transaccion CrearTransaccion(Dictionary<string, double> tasasDeCambio)
```

## Parameters

tasasDeCambio [Dictionary](#) <[string](#), [double](#)>

## Returns

[Transaccion](#)

# Class TransaccionMoneda

Namespace: [Exchanger.Domain](#)

Assembly: Exchanger.Domain.dll

```
public class TransaccionMoneda : Transaccion
```

## Inheritance

[object](#) ← [Transaccion](#) ← TransaccionMoneda

## Inherited Members

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

## Constructors

TransaccionMoneda(Dictionary<string, double>)

```
public TransaccionMoneda(Dictionary<string, double> tasasDeCambio)
```

## Parameters

tasasDeCambio [Dictionary](#) <[string](#), [double](#)>

## Methods

RealizarConversion(double, string, string)

```
public override double RealizarConversion(double cantidad, string monedaOrigen,  
string monedaDestino)
```

## Parameters

cantidad [double](#)

monedaOrigen [string](#)

monedaDestino [string](#)

Returns

[double](#)



# Namespace Exchanger.Domain.Tests

## Classes

[CasaDeCambioTests](#)


# Class CasaDeCambioTests

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








Assembly: Exchanger.Domain.Tests.dll

```
[TestFixture]
public class CasaDeCambioTests
```

## Inheritance

[object](#)  ← CasaDeCambioTests

## Inherited Members

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

## Methods

### Depositar\_AddsToBalance()

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

### Depositar\_ReturnsFalse\_WhenInvalidCurrency()

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

### RealizarTransaccion\_AddsToHistorial\_WhenSuccessful()

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

## RealizarTransaccion\_ReturnsFalse\_WhenInsufficientBalance()

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

## RealizarTransaccion\_ReturnsFalse\_WhenInvalidMonedaDestino()

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

## RealizarTransaccion\_ReturnsFalse\_WhenInvalidMonedaOrigen()

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

## RealizarTransaccion\_ReturnsTrue\_WhenSufficientBalance()

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

## VerHistorial\_ReturnsCorrectFormat\_WhenTransactionsExist()

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

## VerificarCredenciales\_InvalidCredentials\_ReturnsFalse()

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

## VerificarCredenciales\_NullTokenWithProvidedToken\_ReturnsFalse()

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

## VerificarCredenciales\_NullToken\_ReturnsTrue()

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

## VerificarCredenciales\_ValidCredentials\_ReturnsTrue()

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