# Namespace MyPlanner.Tests

# Classes

<u>MyTaskHandlerTest</u>

**MyTaskTest** 

<u>PlannerTest</u>

**PrivateTaskTest** 

<u>WorkTaskTest</u>

# Class MyTaskHandlerTest

```
Namespace: <a href="MyPlanner.Tests">MyPlanner.Tests</a>
Assembly: MyPlanner2.Tests.dll
```

```
public class MyTaskHandlerTest
```

#### Inheritance

#### **Inherited Members**

## Methods

## Setup()

```
[SetUp]
public void Setup()
```

## TestCompleteTask()

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

## TestCompleteTaskNegative()

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

# TestCreatePrivateTask()

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

# TestCreateTaskHandler()

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

## TestCreateWorkTask()

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

# TestDeleteTask()

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

## TestDeleteTaskNegative()

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

# TestDescriptionPrivateTaskNegative()

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

# TestDescriptionWorkTaskNegative()

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

# TestGetNoOfTasksMock()

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

# TestGetOneTask()

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

# TestGetTasks()

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

## TestUpdatePrivateTask()

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

## TestUpdatePrivateTaskNegative()

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

# TestUpdateWorkTask()

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

# TestUpdateWorkTaskNegative()

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

# Class MyTaskTest

```
Namespace: <u>MyPlanner.Tests</u>
Assembly: MyPlanner2.Tests.dll
```

```
public class MyTaskTest
```

#### Inheritance

```
object♂ ← MyTaskTest
```

### **Inherited Members**

## Methods

## Setup()

```
[SetUp]
public void Setup()
```

# TestCreateMyTask()

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

# TestDescriptionCompleted()

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

# TestDescriptionNotCompleted()

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

# TestGetInformation()

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

# TestUpdateMyTaskPrivate()

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

# TestUpdateMyTaskWork()

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

# Class PlannerTest

```
Namespace: <a href="MyPlanner.Tests">MyPlanner.Tests</a>
Assembly: MyPlanner2.Tests.dll

[TestFixture]
```

public class PlannerTest

#### Inheritance

#### **Inherited Members**

## Methods

## Setup()

```
[SetUp]
public void Setup()
```

# TearDown()

```
[TearDown]
public void TearDown()
```

## TestCreatePlanner()

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

# TestInvalidMenuOption()

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

# TestMenuEnd()

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

# TestShowMenu()

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

# Class PrivateTaskTest

Namespace: <a href="MyPlanner.Tests">MyPlanner.Tests</a>
Assembly: MyPlanner2.Tests.dll

```
public class PrivateTaskTest
```

#### Inheritance

object 

← Private Task Test

#### **Inherited Members**

## Methods

## CreatePrivateTask()

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

## Setup()

```
[SetUp]
public void Setup()
```

## TestDescription()

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

# TestGetInformation()

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

## Class WorkTaskTest

```
Namespace: <u>MyPlanner.Tests</u>
Assembly: MyPlanner2.Tests.dll
```

```
public class WorkTaskTest
```

#### **Inheritance**

```
object  

✓ Work Task Test
```

#### **Inherited Members**

## Methods

## CreateWorkTask(int)

```
[TestCase(0)]
[TestCase(100)]
public void CreateWorkTask(int input)
```

### **Parameters**

```
input <u>int</u>♂
```

# Setup()

```
[SetUp]
public void Setup()
```

# TestDescription()

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

# TestGetInformation()

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

# TestGetProgression(int, int)

```
[TestCase(0, 0)]
[TestCase(40, 40)]
[TestCase(50, 50)]
[TestCase(100, 100)]
public void TestGetProgression(int input, int expected)
```

### **Parameters**

```
input <u>int</u>♂
expected <u>int</u>♂
```

# TestIsCompleted(int, bool)

```
[TestCase(0, false)]
[TestCase(50, false)]
[TestCase(80, true)]
[TestCase(100, true)]
public void TestIsCompleted(int input, bool expected)
```

### **Parameters**

```
input <u>int</u>♂
expected <u>bool</u>♂
```

# Namespace MyPlanner.src

## Classes

### **FileHandler**

#### **Helpers**

A Helper class with useful methods for the terminal and parsing from string to int.

### **MyTask**

This class MyTask describes a task in the planning tool MyPlanner2.

#### **MyTaskHandler**

This class MyTaskHandler takes care of the tasks in a planning tool MyPlanner2.

#### **Planner**

This class is the terminalprogram used for the planning tool MyPlanner2.

#### **PrivateTask**

This class PrivateTask is an extension of MyTask used in the planning tool MyPlanner2. It is a private task, such as clean, exercise, read

#### **WorkTask**

This class WorkTask is an extension of MyTask used in the planning tool MyPlanner2. It is a work task, such as planning, research, implementation, testing

### Interfaces

### <u>IFileHandler</u>

This interface describes a FileHandler that reads and writes to a file.

#### <u>IPlanner</u>

This interface is used to help with testing.

# Class FileHandler

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

public class FileHandler : IFileHandler

#### Inheritance

object 

← FileHandler

### **Implements**

<u>IFileHandler</u>

#### **Inherited Members**

## Constructors

# FileHandler(string)

public FileHandler(string filename)

### **Parameters**

## Methods

## Read()

public string[] Read()

### Returns

```
string₫[]
```

# Save(string[])

```
public void Save(string[] lines)
```

# Parameters

lines <u>string</u> []

# Class Helpers

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

A Helper class with useful methods for the terminal and parsing from string to int.

```
public static class Helpers
```

#### **Inheritance**

<u>object</u> 

← Helpers

#### **Inherited Members**

## Methods

# GetTerminalReady(string)

public static void GetTerminalReady(string title)

### **Parameters**

# ReadIntFromTerminal(string)

public static int ReadIntFromTerminal(string info)

### **Parameters**

info string <a>d</a>

### Returns

<u>int</u>♂

# ReadStringFromTerminal(string)

public static string ReadStringFromTerminal(string info)

**Parameters** 

info <u>string</u>♂

Returns

# StringToInt(string)

public static int StringToInt(string input)

Parameters

input <u>string</u> □

Returns

<u>int</u>♂

# Interface IFileHandler

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This interface describes a FileHandler that reads and writes to a file.

```
public interface IFileHandler
```

## Methods

Read()

```
string[] Read()
```

Returns

string []

# Save(string[])

```
void Save(string[] line)
```

**Parameters** 

line <u>string</u> de []

# Interface IPlanner

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This interface is used to help with testing.

public interface IPlanner

# Methods

GetNoOfTasks()

int GetNoOfTasks()

### Returns

<u>int</u>♂

# Run()

void Run()

# Class MyTask

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This class MyTask describes a task in the planning tool MyPlanner2.

public class MyTask

#### **Inheritance**

#### **Derived**

PrivateTask, WorkTask

#### **Inherited Members**

## Constructors

MyTask(string, string, DateTime)

public MyTask(string title, string description, DateTime dueDate)

### **Parameters**

title <u>string</u>♂

description <u>string</u>♂

dueDate <u>DateTime</u> □

## Methods

Completed()

```
public virtual void Completed()
```

# GetDescription()

```
public virtual string GetDescription()
```

Returns

 $\underline{\text{string}}$ 

# GetDueDate()

```
public DateTime GetDueDate()
```

Returns

# GetInformation()

```
public virtual List<string> GetInformation()
```

Returns

<u>List</u>♂<<u>string</u>♂>

# GetTitle()

```
public string GetTitle()
```

Returns

```
<u>string</u> □
```

# IsCompleted()

```
public bool IsCompleted()
```

### Returns

bool₫

# Update(int, int, int, string, string, DateTime)

```
public virtual bool Update(int prio, int estimatedTime, int timeWorked, string
projectName, string title, string description, DateTime dueDate)
```

### **Parameters**

```
estimatedTime intd

timeWorked intd

projectName stringd

title stringd

description stringd

dueDate DateTimed
```

### Returns

bool₫

Update(string, string, string, DateTime)

public virtual bool Update(string location, string title, string description,
DateTime dueDate)

## Parameters

title <u>string</u>♂

dueDate <u>DateTime</u>♂

## Returns

<u>bool</u> ♂

# Class MyTaskHandler

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This class MyTaskHandler takes care of the tasks in a planning tool MyPlanner2.

```
public class MyTaskHandler
```

#### **Inheritance**

object d ← MyTaskHandler

#### **Inherited Members**

### Constructors

MyTaskHandler()

```
public MyTaskHandler()
```

## Methods

CompleteTask(string)

```
public void CompleteTask(string title)
```

### **Parameters**

CreateTask(int, int, string, string, string, DateTime)

```
public void CreateTask(int prio, int estimatedTime, string projectName, string
title, string description, DateTime dueDate)
```

### **Parameters**

```
prio intd
estimatedTime intd
projectName stringd
title stringd
description stringd
dueDate DateTimed
```

## CreateTask(string, string, string, DateTime)

```
public void CreateTask(string location, string title, string description,
DateTime dueDate)
```

### **Parameters**

```
location string

title string

description string

dueDate DateTime
```

# DeleteTask(string)

```
public bool DeleteTask(string title)
```

### **Parameters**

```
title <u>string</u>♂
Returns
<u>bool</u> ☑
GetDescription(string)
 public string GetDescription(string title)
Parameters
title <u>string</u>♂
Returns
GetNoOfTasks()
 public virtual int GetNoOfTasks()
Returns
<u>int</u>♂
GetOneTasksInfo(string)
 public List<string> GetOneTasksInfo(string title)
Parameters
title <u>string</u>♂
```

Returns

```
<u>List</u>♂<<u>string</u>♂>
```

# GetTasks()

```
public List<MyTask> GetTasks()
```

### Returns

<u>List</u> < <u>MyTask</u>>

# UpdateTask(int, int, int, string, string, string, DateTime, bool)

```
public bool UpdateTask(int prio, int estimatedTime, int timeWorked, string
projectName, string title, string description, DateTime dueDate, bool completed)
```

### **Parameters**

```
prio inter

estimatedTime inter

timeWorked inter

projectName stringer

title stringer

description stringer

dueDate DateTimeer

completed booler
```

### Returns

UpdateTask(string, string, string, DateTime, bool)

public bool UpdateTask(string location, string title, string description, DateTime
dueDate, bool completed)

## **Parameters**

title <u>string</u>♂

description <u>string</u>♂

completed <u>bool</u>♂

## Returns

<u>bool</u> ♂

# Class Planner

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This class is the terminalprogram used for the planning tool MyPlanner2.

```
public class Planner
```

#### **Inheritance**

object d ← Planner

#### **Inherited Members**

### Constructors

# Planner()

```
public Planner()
```

## Methods

# GetNoOfTasks()

```
public int GetNoOfTasks()
```

### Returns

int♂

## Run()

public void Run()

## Class PrivateTask

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This class PrivateTask is an extension of MyTask used in the planning tool MyPlanner2. It is a private task, such as clean, exercise, read

```
public class PrivateTask : MyTask
```

#### **Inheritance**

<u>object</u> ← <u>MyTask</u> ← PrivateTask

#### **Inherited Members**

<u>MyTask.Update(string, string, string, DateTime)</u>, <u>MyTask.Update(int, int, int, string, string, string, DateTime)</u>, <u>MyTask.GetTitle()</u>, <u>MyTask.GetDueDate()</u>, <u>MyTask.IsCompleted()</u>, <u>MyTask.Completed()</u>, <u>object.Equals(object)</u>, <u>object.Equals(object, object)</u>, <u>object.GetHashCode()</u>, <u>object.GetType()</u>, <u>object.ToString()</u>, <u>object.ToString()</u>

### Constructors

## PrivateTask(string, string, string, DateTime)

The constructor creates an object of the PrivateTask class with the following parameters.

```
public PrivateTask(string location, string title, string description,
DateTime dueDate)
```

### **Parameters**

location <u>string</u> ♂

The location where the task will take place.

description <u>string</u> ♂

The description of the task.

### dueDate <u>DateTime</u> □

The date when the task should be ready. Can also contain the time.

## Methods

# GetDescription()

Gets all the information about the task in some sentences.

```
public override string GetDescription()
```

### Returns

### <u>string</u> □

A string with all the information about the task.

# GetInformation()

Gets all the attributes from the task. Used when updating tasks.

```
public override List<string> GetInformation()
```

### Returns

### <u>List</u>♂<<u>string</u>♂>

A list of strings containing the attributes.

## GetLocation()

Gets information about where the task will take place.

```
public string GetLocation()
```

### Returns

### 

A string with the location.

# SetLocation(string)

Sets information where the task will take place.

public void SetLocation(string location)

## Parameters

### 

The new location of where the task will take place.

# Class WorkTask

Namespace: <a href="MyPlanner.src">MyPlanner.src</a>
Assembly: MyPlanner2.dll

This class WorkTask is an extension of MyTask used in the planning tool MyPlanner2. It is a work task, such as planning, research, implementation, testing

```
public class WorkTask : MyTask
```

#### **Inheritance**

<u>object</u> 

✓ <u>MyTask</u> 

✓ WorkTask

#### **Inherited Members**

<u>MyTask.Update(string, string, string, DateTime)</u>, <u>MyTask.Update(int, int, int, string, string, string, DateTime)</u>, <u>MyTask.GetTitle()</u>, <u>MyTask.GetDueDate()</u>, <u>MyTask.IsCompleted()</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

WorkTask(int, int, string, string, string, DateTime)

```
public WorkTask(int prio, int estimatedTime, string projectName, string title,
string description, DateTime dueDate)
```

### **Parameters**

```
prio inter

estimatedTime inter

projectName stringer

title stringer

description stringer
```

# Methods

# Completed()

```
public override void Completed()
```

# GetDescription()

```
public override string GetDescription()
```

### Returns

# GetInformation()

```
public override List<string> GetInformation()
```

### Returns

<u>List</u>♂<<u>string</u>♂>

# GetPrio()

```
public int GetPrio()
```

## Returns

int₫

# GetProgression()

```
public int GetProgression()
```

Returns

<u>int</u>♂

# GetProjectName()

```
public string GetProjectName()
```

Returns

# SetEstimatedTime(int)

```
public void SetEstimatedTime(int estimatedTime)
```

**Parameters** 

estimatedTime <u>int</u>♂

# SetPrio(int)

```
public void SetPrio(int prio)
```

**Parameters** 

prio <u>int</u>♂

# SetProjectName(string)

```
public void SetProjectName(string projectName)
```

## **Parameters**

projectName <u>string</u>♂

# SetTimeWorked(int)

public void SetTimeWorked(int timeWorked)

## **Parameters**

timeWorked <u>int</u>♂