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1. Overview

This solution aims to analyze an input file, analyzing it and responding its questions. It has been structured to ensure easy maintenance and evolution. The classes are divided into some categories: Analyzer, Info e Reader. The Analyzer’s classes are like the Facade’s, that hides all the implementation details to the caller, returning an Info class, containing all the information necessary. The only Reader on the current Solution is the FileReader, that read the path, verify if exists and if true, return the content that it will be used to answer the questions. With this approach all classes have its responsibilities well-divided, when somenthing goes wrong is easy tpo find where is the error, and fix it. Is easy to evolve the Solution too, because if we need to modify the manner that the question is analyzed, we already know where to go. And as the problem becomes more complex, we could Split this class into other ones.

1. extracting files & building solution

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|  | Extract the files of the file MerchantsGuideToTheGalaxy.zip on a folder of your preference. |
|  | Open a Command Prompt (*cmd*) and navigate to the folder that contains the program *msbuild.exe*\*.    \* This folder may be diferente based on the version of the .NET Framework installed on your machine. To build this Solution, you’ll need .NET Framework version 4.5 or greater. |
|  | On this folder, run the following command, replacing *<path to extracted files>* with the folder where you’ve unziped the files:  C:\Windows\Microsoft.NET\Framework\v4.0.30319> msbuild.exe “<path to extracted files>\MerchantsGuideToTheGalaxy.sln” /t:Rebuild /p:WarningLevel=1 /p:Configuration=Release |
|  | If all the commands was properly executed, you should see an output like this: |
|  | Now you have all the executables to run the main program on “*<path to extracted files*>\MerchantsGuideToTheGalaxy\bin\Release”. |

1. running the main program

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|  | Just double-click the *MerchantsGuideToTheGalaxy.exe* file, on the “*<path to extracted files>*\MerchantsGuideToTheGalaxy\bin\Release” folder. |
|  | The program will read the input file from this default location:  C:\>*<path to extracted files*>\input.txt  You can change the contente of this file to test other coins references and questions. |
|  | If you want to analyze a file with another location and/or name, run the following command on a Prompt:  *C:\>”<path to extracted files>*\MerchantsGuideToTheGalaxy\bin\Release\ MerchantsGuideToTheGalaxy.exe” “*<path to input file>*\your\_input.txt” |

1. building the tests Runner

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|  | Open a Command Prompt (*cmd*) and navigate to the folder that contains the program *msbuild.exe*\*.    \* This folder may be diferente based on the version of the .NET Framework installed on your machine. To build this Solution, you’ll need .NET Framework version 4.5 or greater. |
|  | On this folder, run the following command, replacing *<path to extracted files>* with the folder where you’ve unziped the files:  C:\Windows\Microsoft.NET\Framework\v4.0.30319> msbuild.exe “<path to extracted files>\testrunner\testrunner.sln” /t:Rebuild /p:WarningLevel=1 /p:Configuration=Release |
|  | If all the commands was properly executed, you should see an output like this:     1. Running the tests  |  |  | | --- | --- | |  | Just navigate to this folder:  C:\>cd “<path to extracted files>\testrunner\TestRunner\bin\Release” | |  | After navigate, run the following command to running the tests:  C:\*<path to extracted files>*\testrunner\TestRunner\bin\Release>TestRunner.exe “*<path to extracted files>*\MerchantsGuideToTheGalaxyTests\bin\Release\MerchantsGuideToTheGalaxyTests.dll” > tests\_output.txt  After execute all the commands, you can see an .txt file called ‘tests\_output’ on “*<path to extracted files>*\testrunner\TestRunner\bin\Release”: | |

