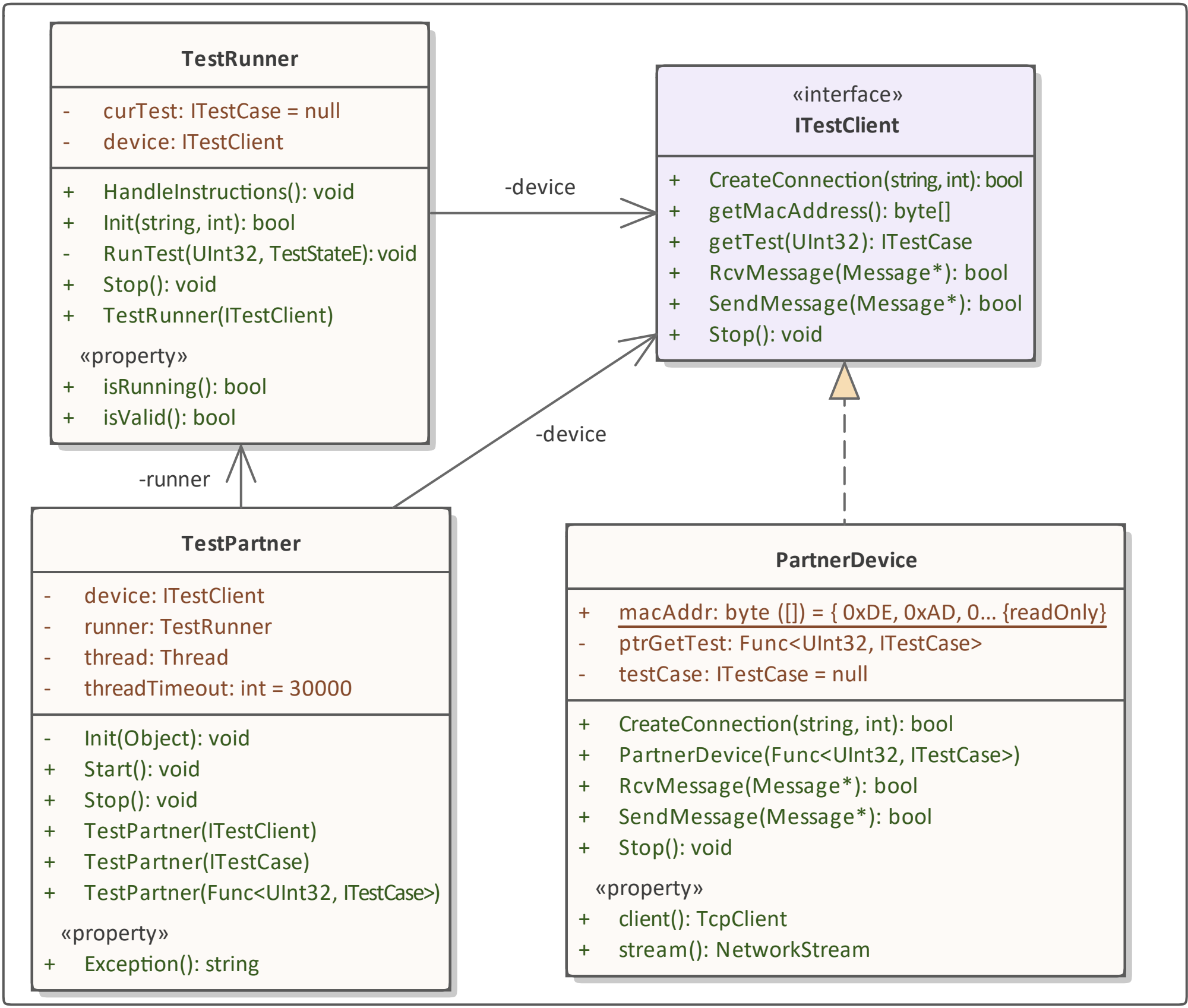
C#


TestRunner
- curTest: ITestCase = null
- device: ITestClient
+ HandleInstructions(): void
+ Init(string, int): bool
- RunTest(UInt32, TestStateE): void
+ Stop(): void
+ TestRunner(ITestClient)
«property»
+ isRunning(): bool
+ isValid(): bool
«interface»
ITestClient
+ CreateConnection(string, int): bool
+ getMacAddress(): byte[]
+ getTest(UInt32): ITestCase
+ RcvMessage(Message*): bool
+ SendMessage(Message*): bool
+ Stop(): void
-device
-device
-runner
TestPartner
- device: ITestClient
- runner: TestRunner
- thread: Thread
- threadTimeout: int = 30000
- Init(Object): void
+ Start(): void
+ Stop(): void
+ TestPartner(ITestClient)
+ TestPartner(ITestCase)
+ TestPartner(Func<UInt32, ITestCase>)
«property»
+ Exception(): string
PartnerDevice
+ macAddr: byte ([]) = { 0xDE, 0xAD, 0... {readOnly}
- ptrGetTest: Func<UInt32, ITestCase>
- testCase: ITestCase = null
+ CreateConnection(string, int): bool
+ PartnerDevice(Func<UInt32, ITestCase>)
+ RcvMessage(Message*): bool
+ SendMessage(Message*): bool
+ Stop(): void
«property»
+ client(): TcpClient
+ stream(): NetworkStream