

## SessionManagerTests

- + void Setup()
- + void GetSessionDuration  
\_WhenNoSessionStarted  
\_ReturnsZero()
- + void StartSession\_ThenEnd  
Session\_SavesStateAsInactive()
- + void StartSession\_WhenCalled  
\_SavesStateAsActive()
- + void PauseAndResume  
\_WhenCalled\_SavesCorrectPaused  
State()