SessionManagerTests

+ void Setup()

+ void GetSessionDuration
  _WhenNoSessionStarted
  _ReturnsZero()

+ void StartSession_ThenEnd
  Session_SavesStateAsInactive()

+ void StartSession_WhenCalled
  _SavesStateAsActive()

+ void PauseAndResume
  _WhenCalled_SavesCorrectPaused
  State()