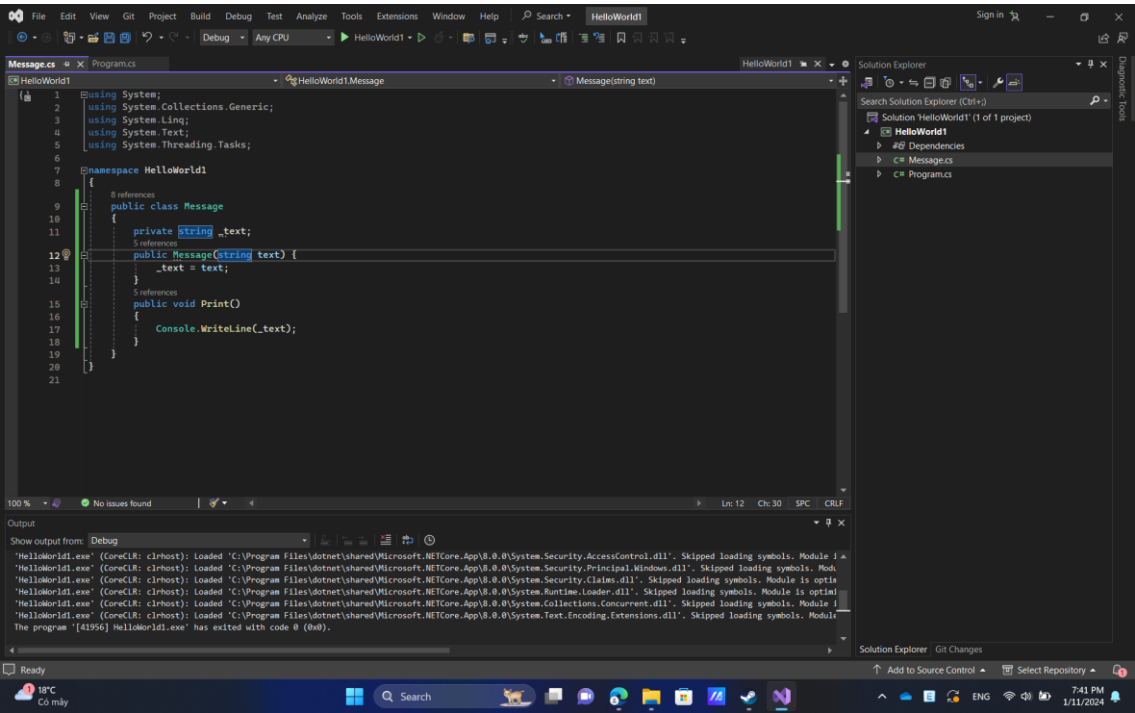
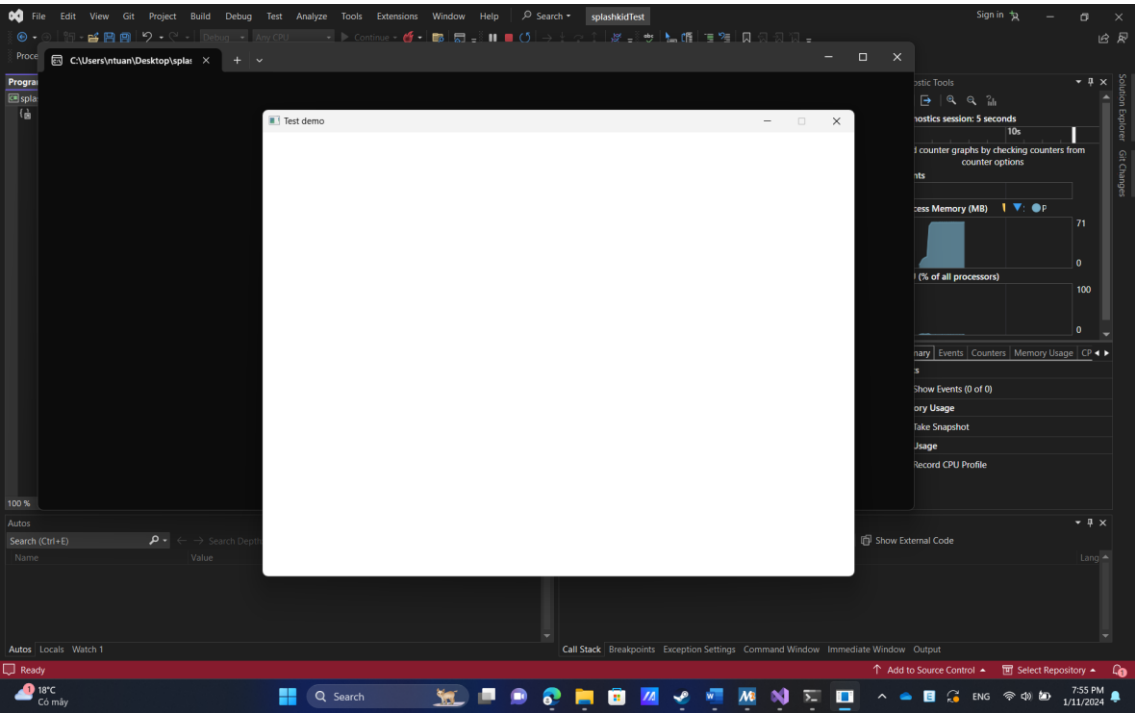


Visual Studio



Splashkit



UnitTest

Visual Studio interface showing a .NET project named `splashkidTest` in the `UnitTest` framework. The main editor displays the `UnitTest.Sdk` project file with the following content:

```
<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <TargetFramework>net8.0</TargetFramework>
    <ImplicitUsings>enable</ImplicitUsings>
    <Nullable>enable</Nullable>
  </PropertyGroup>
  <ItemGroup>
    <PackageReference Include="Microsoft.NET.Test.Sdk" Version="17.6.0" />
    <PackageReference Include="NUnit" Version="3.13.3" />
    <PackageReference Include="NUnit3TestAdapter" Version="4.2.1" />
    <PackageReference Include="NUnit.Analyzers" Version="3.6.1" />
    <PackageReference Include="coverlet.collector" Version="6.0.0" />
  </ItemGroup>
  <ItemGroup>
    <ProjectReference Include="..\splashkidTest\splashkidTest.csproj" />
  </ItemGroup>
</Project>
```

The Test Explorer on the right shows the test results for the `UnitTest` project. The tests are all passing, with a total duration of 8 ms. The tests listed are:

- TestString("some string")
- TestString("Some string")
- TestString("SOME string")
- TestObjectExists

The Output window at the bottom shows the build process, indicating that the build was successful and completed at 8:03 PM.

Test Explorer Summary

- TestString("some string")
- Source: UnitTest1.cs line 89
- Duration: < 1 ms