**TestFixture & Test :-**

**Codes :-**

**Clac1.cs :-**

namespace CalcLibrary

{

public class Calculator

{

public int Add(int a, int b) => a + b;

public void Dispose() { /\* Cleanup \*/ }

    }

}

**UnitTest1 :-**

using NUnit.Framework;

using CalcLibrary;

namespace CalculatorTests

{

[TestFixture]

public class CalculatorTests

{

private Calculator \_calc;

[SetUp]

public void Setup()

{

\_calc = new Calculator();

}

[TearDown]

public void Cleanup()

{

\_calc.Dispose();

}

[TestCase(2, 3, 5)]

[TestCase(-1, 5, 4)]

[TestCase(0, 0, 0)]

public void TestAddition(int a, int b, int expected)

{

// Act

int result = \_calc.Add(a, b);

// Assert

Assert.That(result, Is.EqualTo(expected));

}

}

}

