1. Create a new project > Class Library

A project for creating a class library that targets .NET or .NET Standard

C# Android Linux macOS Windows Library

1. Rename the class. Say Yes to the "You are renaming a file…" dialog. Then make it static.
2. Add the Biggest method.
3. Add <summary> as good practice.
4. Right-click on the Biggest method and select Create Unit Tests. This creates a second project to the solution. No need to change anything.