**NUnit Hands on Exercise**using NUnit.Framework;

using CalcLibrary;

namespace CalcLibraryTests

{

[TestFixture]

public class SimpleCalculatorTests

{

private SimpleCalculator \_calculator;

[SetUp]

public void SetUp()

{

\_calculator = new SimpleCalculator();

}

[TearDown]

public void TearDown()

{

\_calculator = null;

}

[Test]

[TestCase(2.0, 3.0, 5.0)]

[TestCase(-1.0, 4.0, 3.0)]

[TestCase(0.0, 0.0, 0.0)]

public void Addition\_WhenCalled\_ReturnsExpectedResult(double a, double b, double expectedResult)

{

double result = \_calculator.Addition(a, b);

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

}

}

}

A screenshot of a computer

AI-generated content may be incorrect.