**NUnit Handson**

using System;

using NUnit.Framework;

namespace CalculatorSingleFileDemo

{

    // The class to be tested

    public class Calculator

    {

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

    }

    // The test class

    [TestFixture]

    public class CalculatorTests

    {

        private Calculator \_calculator;

        [SetUp]

        public void SetUp()

        {

            \_calculator = new Calculator();

        }

        [TearDown]

        public void TearDown()

        {

            \_calculator = null;

        }

        [Test]

        [TestCase(1, 2, 3)]

        [TestCase(-1, -1, -2)]

        [TestCase(0, 0, 0)]

        [TestCase(int.MaxValue, 0, int.MaxValue)]

        public void Add\_WhenCalled\_ReturnsSum(int a, int b, int expected)

        {

            var result = \_calculator.Add(a, b);

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

        }

        [Test, Ignore("Example of ignoring a test")]

        public void IgnoredTest()

        {

            Assert.Fail("This test is ignored.");

        }

    }

}

