





## 4 Tests unitaire:

```
[TestMethod]

@ | 0 références

public void TestMoveShip()
{
    byte X = 1;
    byte Y = 1;
    SpaceShip Ship = new SpaceShip();
    Ship.location(X, Y);
    switch (Console.ReadKey().Key)
    {
        case ConsoleKey.RightArrow:
            Ship.location(X++, Y);
            break;
    }
    Assert.AreEqual(X++, ConsoleKey.UpArrow);
}
```

```
[TestMethod]

• | 0 références
public void TestShoot()
{
    bool spaceBar = false;
    switch (Console.ReadKey().Key)
    {
        case ConsoleKey.Spacebar:
        Shoot shoot = new Shoot();
        spaceBar = true;
        break;
    }
    Assert.AreEqual(true,spaceBar);
}
```





```
[TestMethod]

② | 0 références
public void TestnameUser()
{
    User user = new User();
    user.Name = "Julien";
    Assert.AreEqual("Julien", user.Name);
}
```

## Rapport de tests unitaire :

