Calculator Class:

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace testing\_example

{

public class Calculator

{

public int Add(int a,int b)

{

if (a > 0 && b > 0)

{

return a + b;

}

else

{

return 0;

}

}

}

}

CalculatorTests.cs:

using NUnit.Framework;

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using testing\_example;

namespace UnitTestProject1

{

[TestFixture]

class Calcluatortests

{

[Test]

[TestCase(1,2,3)]

[TestCase(0,0,0)]

public void Add\_WhenCalled\_CheckArgs(int a,int b,int expectedresult)

{

var cal = new Calculator();

var result = cal.Add(a, b);

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

}

}

}





