

Godot::GodotObject

```
classDiagram
    class GodotGodotObject {
    }
    class GdUnit4CSharpApi {
        +static string Version()
        +static bool IsTestSuite(string classPath)
        +static RefCounted Executor(Node listener)
        +static ? CsNode ParseTestSuite(string classPath)
        +static Dictionary CreateTestSuite(string sourcePath, int lineNumber, string testSuitePath)
    }
    GdUnit4CSharpApi --|> GodotGodotObject
```

GdUnit4CSharpApi

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- + static bool IsTestSuite (string classPath)
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