

Instructions for setting up File Structure for c# Project with xUnit Testing

Setup App Project Folder

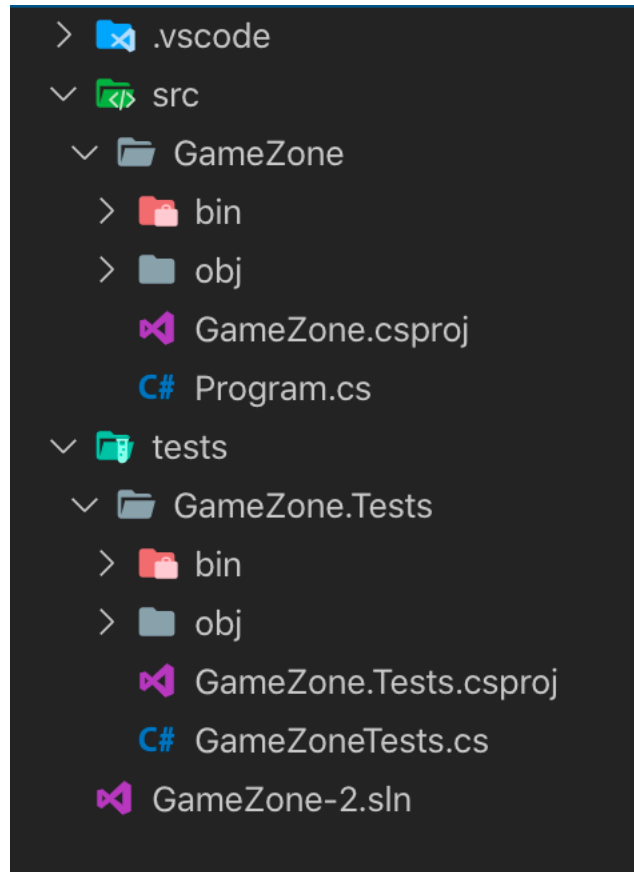
1. Created main folder - `gamezone`
2. Cd into it and create two directories `src` and `tests`
3. CD into `src` and create a new project directory called `GameZone`.
4. CD into here and run the `dotnet new console` command.

Setup Testing With xUnit

1. CD back into the top level folder `gamezone`
2. Add a new solutions file by running `dotnet new sln`
3. Run the following command to add the `GameZone` project to the `.sln` file `dotnet add ./src/GameZone/GameZone.csproj`.
4. Next CD into the `tests` folder.
5. Create a new directory called `GameZone.Tests`.
6. CD into this folder and run `dotnet new xunit` to create a new testing project.
7. From within this directory you need to add a reference to our `GameZone` project to this testing project. This can be done by using `dotnet add reference ../../src/GameZone/GameZone.csproj`.
8. Next we need to add this testing project to our `.sln` file. CD back into the top directory (`gamezone`) and issue the following command: `dotnet sln add tests/GameZone.Tests/GameZone.Tests.csproj`.

9. Finally change the name of the `UnitTest1.cs` file in your testing project to `GameZoneTests.cs`.

Your project hierarchy should now resemble:



Issuing the command `dotnet test` from within your testing project (`GameZone.Tests`) should now run tests successfully.

[Here's](#) a link to Microsoft Docs on the above