

```
1 using _9._2C;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Threading.Tasks;
6 using NUnit.Framework;
7 using System.Numerics;
8
9 namespace LocationTest
10 {
11     [TestFixture]
12     public class Tests
13     {
14         private Location _location;
15         private Item _sword;
16         private Player _player;
17
18         [SetUp]
19         public void Setup()
20         {
21             _sword = new Item(new string[] { "sword" }, "Excalibur", "a
22                 strong sword");
23             _player = new Player("Nevan", "a human");
24             _location = new Location(new string[] { "classroom" },
25                 "EN310", "Swinburne's classroom");
26             _location.Inventory.Put(_sword);
27
28         }
29
30         [TestCase]
31         public void TestLocationsIdentifyThemselves()
32         {
33             Assert.IsTrue(_location.AreYou("classroom"));
34         }
35
36         [TestCase]
37         public void TestLocationsCanLocateItems()
38         {
39             Assert.AreEqual(_sword, _location.Locate("sword"));
40         }
41
42         [TestCase]
43         public void TestPlayerCanLocateItemInLocation()
44         {
45             _player.Location = _location; //player in a location that
46                 has a sword, so don't necessary need to have sword in
47                 inventory
48             //_player.Inventory.Put(_sword);
49             Assert.AreEqual(_sword, _player.Locate("sword"));
50         }
51     }
52 }
```