

```
1 using _4._2P;
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
10 namespace PlayerTest
11 {
12     [TestFixture] //mark a class that contains tests. It tells NUnit      ↗
13         that this class should be treated as a test suite.
14     public class Tests
15     {
16         private Player _player;
17
18         [SetUp] //mark a method that should be run before each test      ↗
19             method. It's useful for setting up common test data or state.
20         public void Setup()
21         {
22             _player = new Player("Nevan", "a human");
23         }
24
25         [Test] // mark a method inside a [TestFixture] class as a test    ↗
26             method.
27         public void TestPlayerIsIdentifiable()
28         {
29             Assert.IsTrue(_player.AreYou("me"));
30             Assert.IsTrue(_player.AreYou("inventory"));
31         }
32
33         [Test]
34         public void TestPlayerLocatesItem()
35         {
36             Item sword = new Item(new string[] { "sword", "blade" },      ↗
37                 "Excalibur", "A strong sword");
38             _player.Inventory.Put(sword);
39             Assert.AreEqual(sword, _player.Locate("sword"));
40         }
41
42         [Test]
43         public void TestPlayerLocatesItself()
44         {
45             Assert.AreEqual(_player, _player.Locate("me"));
46         }
47
48         [Test]
49         public void TestLocatesNothing()
50         {
51             Assert.IsNull(_player.Locate("sth not exist"));
52         }
53     }
54 }
```

```
50
51     [Test]
52     public void TestPlayerFullDescription()
53     {
54         Item sword = new Item(new string[] { "sword", "blade" },      ↗
55                                "Excalibur", "A strong sword");
56         _player.Inventory.Put(sword);
57         Assert.AreEqual("You are Nevan, a human\nYou are carrying:\n ↗
58                        \tExcalibur (sword)\n", _player.FullDescription);
59     }
60 }
61 }
```