```
 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 namespace ItemTest
10 {
11     [TestFixture]
12     public class Tests
13     {
14         private Item _sword;
15
16         [SetUp]
17         public void Setup()
18         {
19             _sword = new Item(new string[] { "sword", "blade" },
                   "Excalibur", "A strong sword");
20         }
21
22         [Test]
23         public void TestItemIsIdentifiable()
24         {
25             Assert.IsTrue(_sword.AreYou("sword"), "Item should be
                   identifiable as 'sword'");
26             Assert.IsTrue(_sword.AreYou("blade"), "Item should be
                   identifiable as 'blade'");
27         }
28
29         [Test]
30         public void TestShortDescription()
31         {
32             Assert.AreEqual("Excalibur (sword)",
                   _sword.ShortDescription);
33         }
34
35         [Test]
36         public void TestFullDescription()
37         {
38             Assert.AreEqual("A strong sword", _sword.FullDescription);
39         }
40
41         [Test]
42         public void TestPrivilegeEscalation()
43         {
44             string correctPin = "2183";
45             string expectedFirstId = "7";
46             _sword.PrivilegeEscalation(correctPin);
47             Assert.AreEqual(expectedFirstId, _sword.FirstId);
48
49         }
```

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50          }
51  }
```