```csharp
 1
 2  namespace IdentifiableObject
 3  {
 4      public class Tests
 5      {
 6          private Item _shield;
 7          private Item _shovel;
 8          private Player _player;
 9
10          [SetUp]
11          public void Setup()
12          {
13              _shield = new Item(new string[] { "shield" }, "a shield",
                    "Shield level 1");
14              _shovel = new Item(new string[] { "shovel" }, "a shovel",
                    "Shovel level 2");
15              _player = new Player("Duc Thang", "Student");
16          }
17
18          [Test]
19          public void TestPlayerIdentifiable()
20          {
21              Assert.IsTrue(_player.AreYou("me") && _player.AreYou
                    ("inventory"));
22          }
23
24          [Test]
25          public void TestPlayerLocateItem()
26          {
27              bool test = false;
28              _player.Inventory.Put(_shield);
29              var located_itm = _player.Locate("shield");
30              if(located_itm == _shield)
31              {
32                  test = true;
33              }
34              Assert.IsTrue(test);
35          }
36
37          [Test]
38          public void TestPlayerLocateItself()
39          {
40              bool test = false;
41              var myself = _player.Locate("me");
42              var invent = _player.Locate("inventory");
43              if (myself == _player || invent==_player)
44              {
45                  test = true;
46              }
```

```
47                    Assert.IsTrue(test);
48                }
49
50            [Test]
51            public void TestPlayerLocateNothing()
52            {
53                    Assert.IsNull(_player.Locate("shield"));
54            }
55
56            [Test]
57            public void TestPlayerFullDescription()
58            {
59                    _player.Inventory.Put(_shield);
60                    _player.Inventory.Put(_shovel);
61                    string output = "You are (Duc Thang), (Student). You are
                        carrying:\n" + "a shield (shield)\n" + "a shovel (shovel)\n";
62                    Assert.AreEqual(_player.FullDescription, output);
63            }
64        }
65  }
```