

```
1 namespace CounterClassUnitTest
2 {
3     public class Tests
4     {
5         private Counter _cnt_test;
6         [SetUp]
7         public void Setup()
8         {
9             _cnt_test = new Counter("Test Counter");
10        }
11
12        [Test]
13        public void TestCounterStart()
14        {
15            Assert.IsTrue(_cnt_test.Ticks==0);
16        }
17
18        [Test]
19        public void TestIncrement()
20        {
21            _cnt_test.Increment();
22            Assert.AreEqual(_cnt_test.Ticks, 1);
23        }
24
25        [TestCase(20)]
26        public void TestMultipleIncrease(int count)
27        {
28            for(int i=0; i<count; i++)
29            {
30                _cnt_test.Increment();
31            }
32            Assert.AreEqual(_cnt_test.Ticks, count);
33        }
34
35        [Test]
36        public void TestReset()
37        {
38            _cnt_test.Increment();
39            _cnt_test.Reset();
40            Assert.AreEqual(_cnt_test.Ticks, 0);
41        }
42    }
43 }
```