```csharp
1  namespace IdentifiableObject
2  {
3      public class Tests
4      {
5          private Player _player;
6          private Item _wand;
7          private Item _scaff;
8          private Locations _store;
9          private Command _command;
10
11         [SetUp]
12         public void Setup()
13         {
14             _player = new Player("Thang", "104776473");
15             _wand = new Item(new string[] { "wand" }, "a wand", "wand level ⮱
                   5");
16             _scaff = new Item(new string[] { "scaff" }, "a scaff", "a blue ⮱
                 scaff");
17             _store = new Locations("store", "This is an item store");
18             _command = new LookCommand();
19
20         }
21
22         [Test]
23         public void TestLocationCanLocateItself()
24         {
25             Assert.IsTrue(_store.AreYou("location"));
26         }
27
28         [Test]
29         public void TestLocationHaveItems()
30         {
31             _store.ItemInLocation.Put(_wand);
32             _store.ItemInLocation.Put(_scaff);
33
34             Assert.AreEqual(_wand, _store.Locate("wand"));
35         }
36
37         [Test]
38         public void TestPlayerHaveLocation()
39         {
40             Assert.AreEqual(_player.Locate("location"), _player.Location);
41         }
42
43         [Test]
44         public void TestLocationFullDescription()
45         {
46             _player.Location = _store;
47             _store.ItemInLocation.Put(_wand);
```

```
48                _store.ItemInLocation.Put(_scaff);
49                Assert.AreEqual(_command.Execute(_player, new string[] {"look", ⮑
                      "at", "location"}), $"{_store.FullDescription}");
50            }
51        }
52    }
```