

```
1 using System;
2 using System.Windows.Input;
3
4 namespace IdentifiableObject
5 {
6     public class Tests
7     {
8         string player_name, player_desc;
9         Player player;
10        Bag player_bag;
11        Locations guild;
12        Locations shop;
13        Path guild_to_shop;
14        Path shop_to_guild;
15        Command _command;
16        [SetUp]
17        public void Setup()
18        {
19
20            player_bag = new Bag(new string[] { "bag" }, "Thang's bag",
21                                "bag number 104776473");
22            _command = new CommandHandler();
23            guild = new Locations("Guild", "This is the city's guild");
24
25            shop = new Locations("equipment shop", "place to sell tools");
26            guild_to_shop = new Path(new string[] { "south" }, "Guild's
27                                Door", "Cross through the door", guild, shop);
28            shop_to_guild = new Path(new string[] { "north" }, "Shop's
29                                Door", "Cross through the door", shop, guild);
30            guild.AddPath(guild_to_shop);
31            shop.AddPath(shop_to_guild);
32            _command = new CommandHandler();
33            player = new Player("thang", "104776473");
34            player = new Player(player_name, player_desc);
35
36            Item shield = new Item(new string[] { "shield" }, "a shield",
37                                "Shield level 1");
38            Item shovel = new Item(new string[] { "shovel" }, "a shovel",
39                                "Shovel level 2");
40
41            player.Inventory.Put(shield);
42            player.Inventory.Put(shovel);
43
44            player.Inventory.Put(player_bag);
45
46            Item blanket = new Item(new string[] { "blanket" }, "a
47                                blanket", "winter blanket");
48            player_bag.Inventory.Put(blanket);
49
```

```
44         player.Location = guild;
45
46         Item sword = new Item(new string[] { "sword" }, "a sword",
47                                "Sword level 10");
48         Item staff = new Item(new string[] { "staff" }, "a staff",
49                                "Staff level 20");
50         guild.ItemInLocation.Put(sword);
51         guild.ItemInLocation.Put(staff);
52
53         Bag b2 = new Bag(new string[] { "b2" }, "bag2", "bag number
54                                2");
55         player_bag.Inventory.Put(b2);
56     }
57
58     [Test]
59     public void TestPath()
60     {
61         Assert.AreEqual(guild_to_shop.FullDescription, "Guild's Door");
62     }
63
64     [Test]
65     public void TestMoveCommand()
66     {
67         Assert.AreEqual(_command.Execute(player, new string[] { "move",
68                                "south" }), "You go south\nWent through the Guild's Door
69                                \nArrived to the equipment shop");
70     }
71
72     [Test]
73     public void TestLookCommand()
74     {
75         Assert.AreEqual(_command.Execute(player, new string[] { "look",
76                                "at", "shield" }), "Shield level 1");
77     }
78 }
```