◼ GUESSING GAME TESTS

Ultimate C# Masterclass Assignment

Overview

The purpose of this assignment is to add unit tests to the GuessingGame class.	Unit tests

The source of the class to be tested is attached to the video with assignment requirements, and is present in the Git repository.

Remember to:
1) Place unit tests in a dedicated project (must have NUnit, NUnit3TestAdapter and Microsoft.NET.Test.Sdk packages installed).
2) Cover all scenarios, like when the user guesses the number on the first try, on the last try, or if they fail to do so in three tries.
3) Remember to add assertions checking if proper messages are shown to the user.
4) Name your tests in a clean, readable way.
5) Don't make tests too complex - each test should test one piece of logic.