[TestClass]

public class UnitTest2

{

Book b1, b2, b3;

Amulet a1, a2, a3;

Utility utility;

[TestInitialize]

public void Init()

{

// Arrange

b1 = new Book("1");

b2 = new Book("2", "Falling in Love with Yourself");

b3 = new Book("3", "Spirits in the Night", 123.55);

a1 = new Amulet("11");

a2 = new Amulet("12", Level.high);

a3 = new Amulet("13", Level.low, "Capricorn");

utility = new Utility();

}

[TestMethod]

public void TestGetValueForBook1()

{

// Assert

Assert.AreEqual(0.0, utility.GetValueOfBook(b1));

}

[TestMethod]

public void TestGetValueForBook2()

{

// Assert

Assert.AreEqual(0.0, utility.GetValueOfBook(b2));

}

[TestMethod]

public void TestGetValueForBook3()

{

// Assert

Assert.AreEqual(123.55, utility.GetValueOfBook(b3));

}

[TestMethod]

public void TestGetValueForAmulet1()

{

// Assert

Assert.AreEqual(20.0, utility.GetValueOfAmulet(a1));

}

[TestMethod]

public void TestGetValueForAmulet2()

{

// Assert

Assert.AreEqual(27.5, utility.GetValueOfAmulet(a2));

}

[TestMethod]

public void TestGetValueForAmulet3()

{

// Assert

Assert.AreEqual(12.5, utility.GetValueOfAmulet(a3));

}

}