1. **NUnit -Handson**

**Hands-on in this document**

* **CODE:**

// Inside CalcLibrary

public class Calculator

{

public int Add(int a, int b)

{

return a + b;

}

}

// Inside CalcLibrary.Tests

using NUnit.Framework;

using CalcLibrary;

namespace CalcLibrary.Tests

{

[TestFixture]

public class CalculatorTests

{

private Calculator \_calculator;

[SetUp]

public void Setup()

{

\_calculator = new Calculator();

}

[TestCase(2, 3, 5)]

[TestCase(0, 0, 0)]

[TestCase(-2, 4, 2)]

[TestCase(-3, -6, -9)]

public void Add\_ValidInputs\_ReturnsCorrectSum(int a, int b, int expected)

{

var result = \_calculator.Add(a, b);

Assert.That(result, Is.EqualTo(expected));

}

}

}

* **OUTPUT:**

