



Debug

Default

Packages are up to date.



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Solution

- Pass3-Spells
 - Pass3-Spells
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 - Spell.cs
 - SpellKind.cs
 - SpellTest.cs

Program.cs Spell.cs SpellKind.cs SpellTest.cs

Spell ▶ Cast ()

```
7  /// return a string depending on the type of spell.
8  /// </summary>
9  public class Spell
10 {
11     private string _name;
12     private SpellKind _kind;
13
14     /// <summary>
15     /// Initializes a new instance of the Spell class.
16     /// </summary>
17     /// <param name="name">Name. Name of the spell</param>
18     /// <param name="kind">Kind.Type of spell. Will determine result string for Cast method</param>
19     public Spell (string name, SpellKind kind)
20     {
21         _name = name;
22         _kind = kind;
23     }
24
25     /// <summary>
26     /// Gets or sets the value for the _name field
```

Test Results

Errors

Tasks

F# Interactive

Application Output

Package Console



Toolbox



Properties



Document Outline