

```
1 using NUnit.Framework;
2 using Iteration2;
3 using NuGet.Frameworks;
4
5 namespace UnitTestIta2
6 {
7     public class UTPlayer
8     {
9         private Player player;
10        [SetUp]
11        public void Setup()
12        {
13            player = new Player("fred", "the mighty programmer");
14            player.Inventory.Put(new Item(new string[] { "shovel",
15                "spade" }, " a shovel", "This is a fine shovel"));
16            player.Inventory.Put(new Item(new string[] { "sword",
17                "blade" }, " a sword", "This is a fine sword"));
18            player.Inventory.Put(new Item(new string[] { "pc",
19                "computer" }, " a computer", "This is a fine computer"));
20        }
21
22        [Test]
23        public void TestPlayerIden()
24        {
25            Assert.IsTrue(player.AreYou("me"));
26            Assert.IsTrue(player.AreYou("inventory"));
27        }
28
29        [Test]
30        public void TestPlayerLocateItems()
31        {
32            Assert.IsTrue(player.Locate("shovel").AreYou("shovel"));
33            Assert.IsTrue(player.Locate("sword").AreYou("sword"));
34            Assert.IsTrue(player.Locate("pc").AreYou("pc"));
35        }
36
37        [Test]
38        public void TestPlayerLocateMe()
39        {
40            Assert.IsTrue(player.Locate("me").AreYou("me"));
41            Assert.IsTrue(player.Locate("inventory").AreYou("inventory"));
42        }
43
44        [Test]
45        public void TestLocateNothing()
46        {
47            Assert.IsNull(player.Locate("stick"));
48        }
49
50        [Test]
51        public void TestFullDescription()
52        {
53        }
```

```
...\Tasks\Tasks\Pass\4.2\SwinAdv#2\UTPlayer\UnitTest1.cs 2
47         string pFullDescription = "You are fred the mighty programmer.
        You are carrying \n a shovel (shovel)\n a sword (sword)\n a
        computer (pc)\n";
48         Assert.That(player.FullDescription, Is.EqualTo
        (pFullDescription));
49     }
50 }
51 }
```