```csharp
 1  using NUnit.Framework;
 2  using Iteration2;
 3
 4  namespace UnitTestIta2
 5  {
 6      public class ItemTests
 7      {
 8          Item shovel = new Item(new string[] { "shovel" }, "a shovel", "This
               is a shovel");
 9          Item sword = new Item(new string[] { "sword" }, "a sword", "This is
               a sword");
10
11
12          [SetUp]
13          public void Setup()
14          {
15
16          }
17
18          [Test]
19          public void TestItemIdentifiable()
20          {
21              var result = shovel.AreYou("sword");
22              Assert.IsFalse(result); //Item cannot be defined
23
24              var result2 = shovel.AreYou("shovel");
25              Assert.IsTrue(result2);
26
27          }
28
29          [Test]
30          public void TestShortDescription()
31          {
32              Assert.AreEqual(shovel.ShortDescription, "a shovel
                  (shovel)"); //Description Correct!
33              Assert.AreNotEqual(shovel.ShortDescription, "This is a
                  shovel"); //Testing short with long Description showing they
                  are not Correct!
34          }
35
36          [Test]
37          public void TestFullDescription()
38          {
39              Assert.AreEqual(shovel.FullDescription, "This is a shovel"); //
                  Full Description is Correct!
40              Assert.AreNotEqual(shovel.FullDescription, "a shovel
                  (shovel)"); //Full Description is not Correct!
41
42          }
```

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43      }
44  }
```