

```
1 using NUnit.Framework;
2 using Iteration2;
3
4 namespace UnitTestIta2
5 {
6     public class InventoryTests
7     {
8         private Inventory inventory;
9         private Item shovel;
10        private Item pc;
11        private Item sword;
12
13        [SetUp]
14        public void Setup()
15        {
16            Item shovel = new Item(new string[] { "shovel", " spade"}, "a shovel", "This is a shovel");
17            Item sword = new Item(new string[] { "sword", " blade" }, "a sword", "This is a sword");
18            Item pc = new Item(new string[] { "pc", " computer" }, "a pc", "This is a computer");
19            inventory = new Inventory();
20            inventory.Put(shovel);
21            inventory.Put(sword);
22            inventory.Put(pc);
23        }
24
25        [Test]
26        public void TestFindItem()
27        {
28            Assert.IsTrue(inventory.HasItem("shovel"));
29            Assert.IsTrue(inventory.HasItem("sword"));
30            Assert.IsTrue(inventory.HasItem("pc"));
31        }
32
33        [Test]
34        public void TestNoFindItem()
35        {
36            Assert.IsFalse(inventory.HasItem("stick"));
37        }
38
39        [Test]
40        public void TestFetchItems()
41        {
42            Assert.NotNull(inventory.Fetch("shovel"));
43            Assert.IsTrue(inventory.HasItem("shovel"));
44        }
45
46        [Test]
```

```
47     public void TestTakeItem()
48     {
49         Assert.NotNull(inventory.Take("sword"));
50         Assert.IsFalse(inventory.HasItem("sword"));
51     }
52
53     [Test]
54     public void TestItemList()
55     {
56         string ItemList = "a shovel (shovel)\n a sword (sword)\na small ↗
57         computer(pc)";
58         Assert.That(ItemList, Is.EqualTo(ItemList));
59     }
60 }
61 }
62
```