

# Class PlayerTests



Namespace: [Model.Tests](#)

Assembly: ModelTests.dll

```
[TestClass]  
public class PlayerTests
```

## Inheritance

[object](#) ← PlayerTests

## Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,  
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,  
[object.ToString\(\)](#)

## Methods

### AddPointTest()



```
[TestMethod]  
public void AddPointTest()
```

### UpdateXLeftTest()



```
[TestMethod]  
public void UpdateXLeftTest()
```

### UpdateXRightTest()



```
[TestMethod]  
public void UpdateXRightTest()
```