

Exercise:

- Create a Console Project (named: **BasicMath**) to define class **BasicMaths** with 4 methods (Add, Subtract, Divide, Multiply)
- Create a Unit Test Project to Test those 4 methods.

// BasicMath

namespace BasicMath

```
{
    public class BasicMaths
    {
        public double Add(double num1, double num2){
            return num1 + num2;
        }
        public double Subtract(double num1, double num2){
            return num1 - num2;
        }
        public double Divide(double num1, double num2){
            return num1 / num2;
        }
        public double Multiply(double num1, double num2){
            return num1 * num2;
        }
    }
}
```

//UnitTest

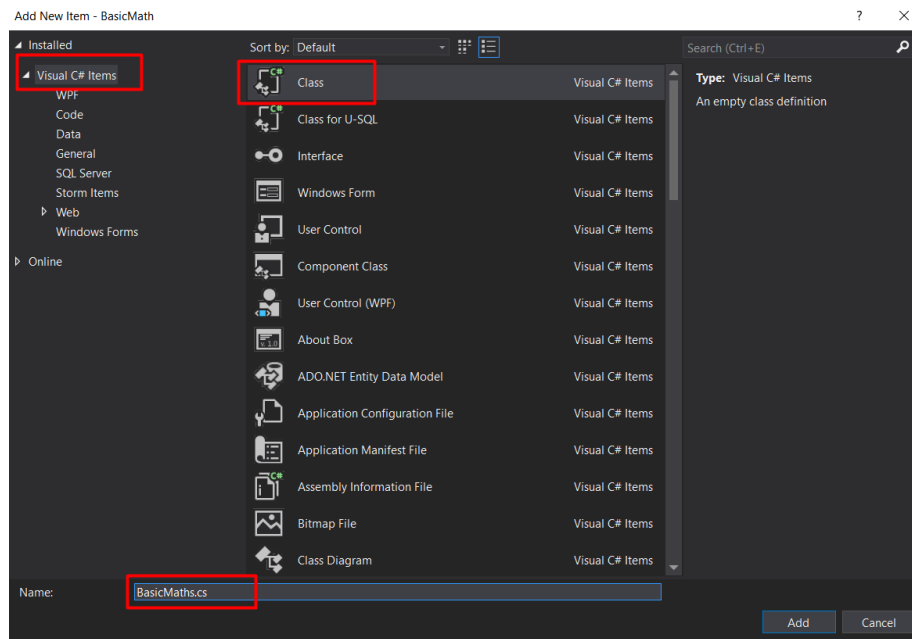
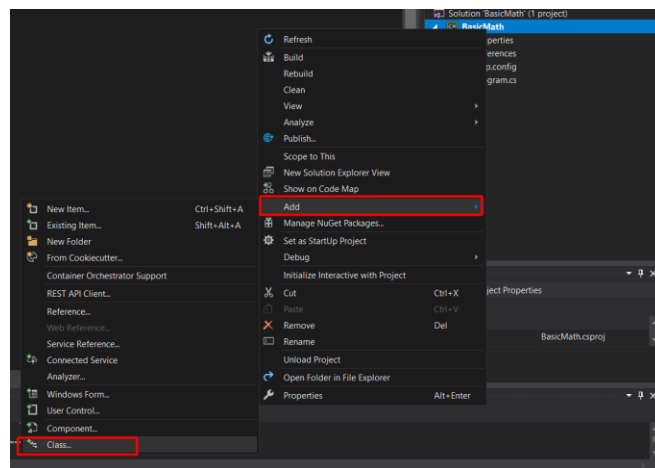
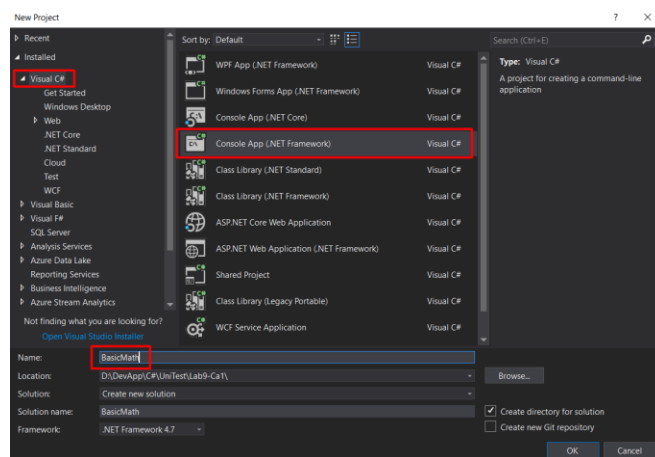
[TestClass]

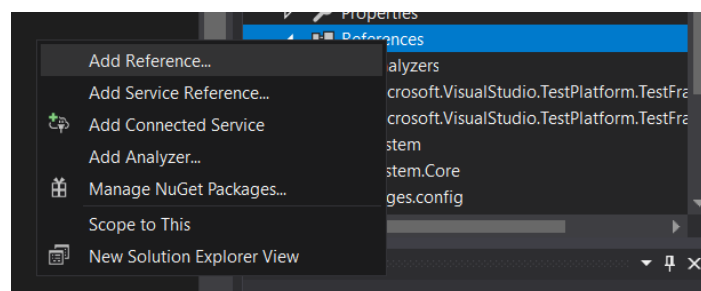
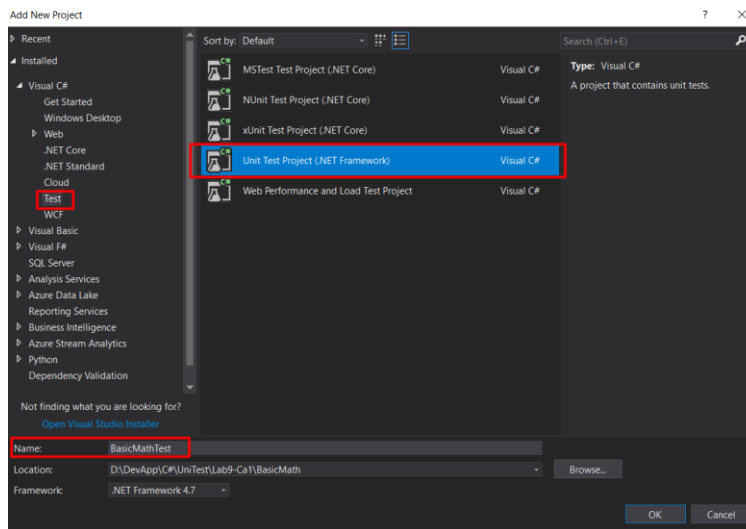
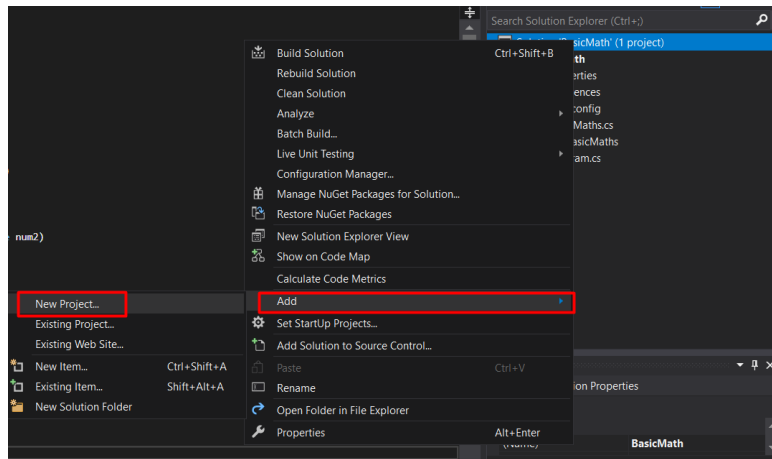
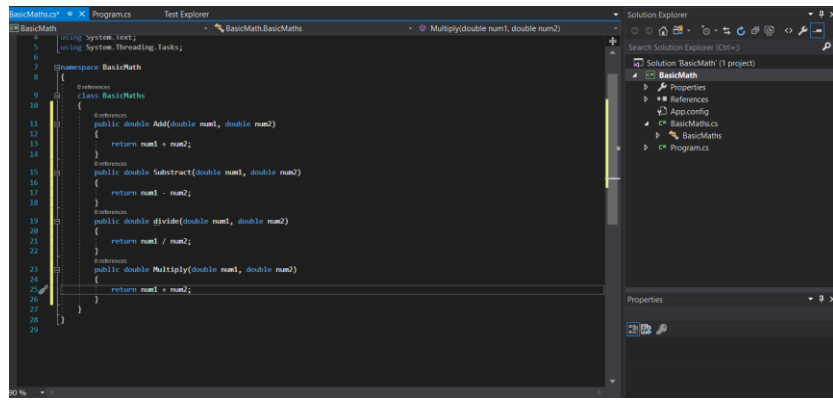
public class UnitTest1

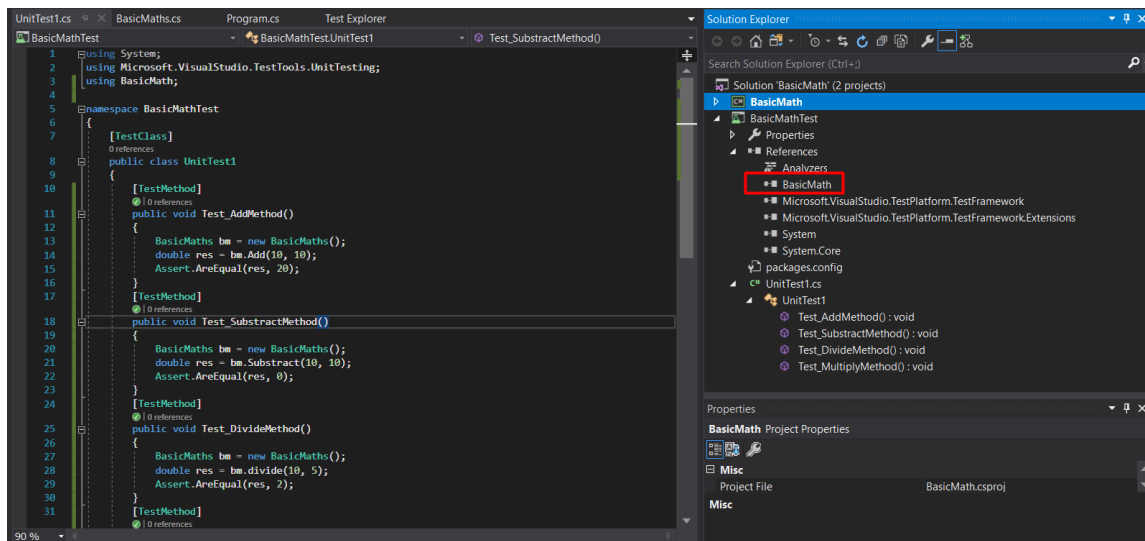
```
{
    [TestMethod]
    public void Test_AddMethod(){
        BasicMaths bm = new BasicMaths();
        double res = bm.Add(10, 10);
        Assert.AreEqual(res, 20);
    }
    [TestMethod]
    public void Test_SubtractMethod(){
        BasicMaths bm = new BasicMaths();
        double res = bm.Subtract(10, 10);
        Assert.AreEqual(res, 0);
    }
    [TestMethod]
    public void Test_DivideMethod(){
        BasicMaths bm = new BasicMaths();
        double res = bm.divide(10, 5);
        Assert.AreEqual(res, 2);
    }
    [TestMethod]
    public void Test_MultiplyMethod(){
        BasicMaths bm = new BasicMaths();
        double res = bm.Multiply(10, 10);
        Assert.AreEqual(res, 100);
    }
}
```

Here you go for guidelines:

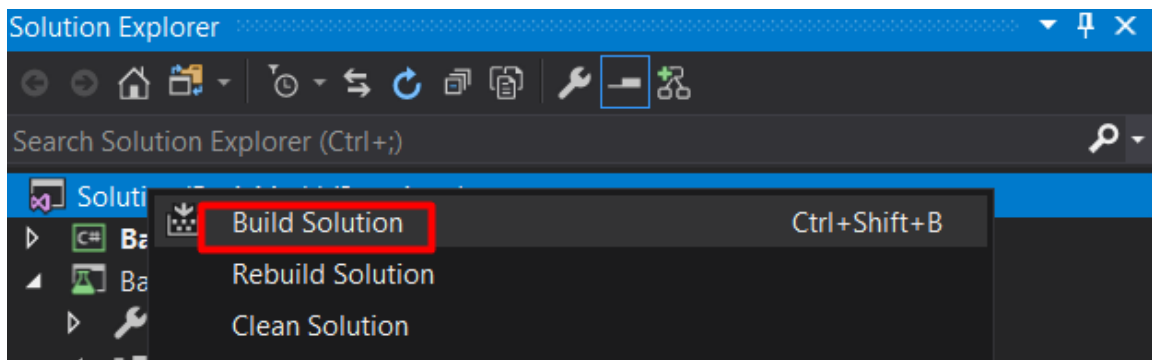
1. Write a program with C# for those 4 calculator



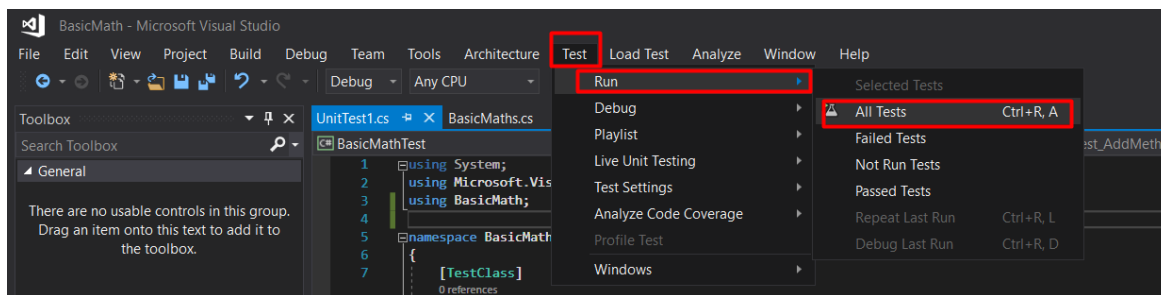




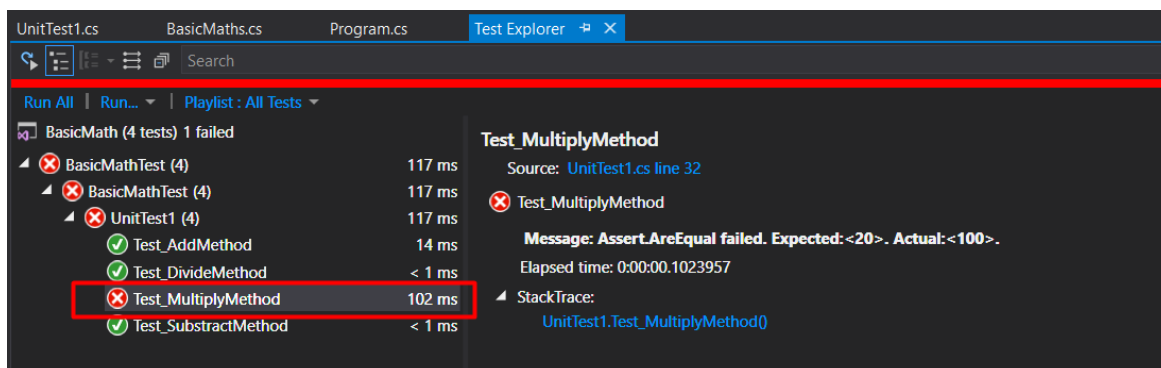
Build Solution:



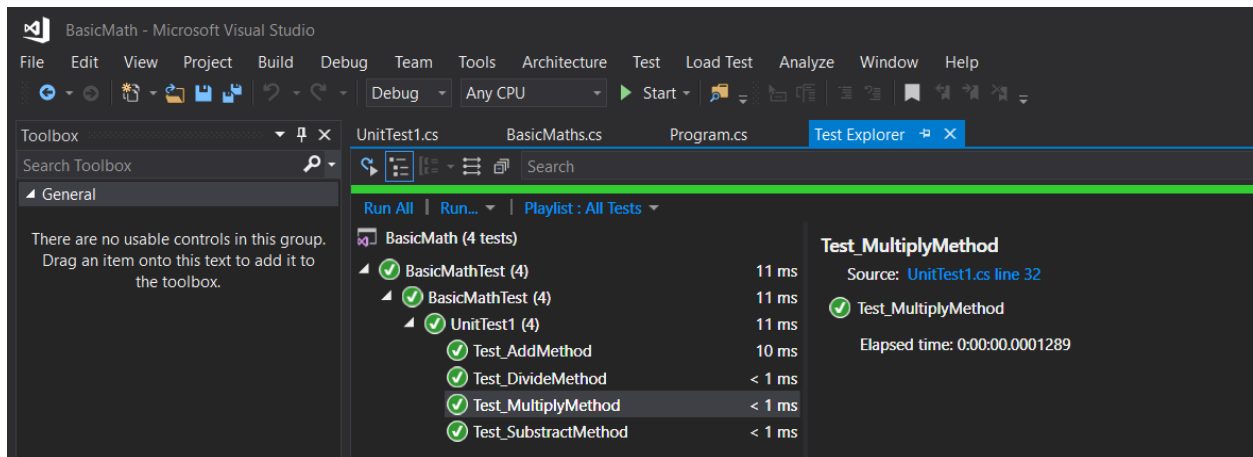
Run Tests:



Wrong at Mutiply method



Correct by replace + with * (on **BasicMaths** method) then Build and Run test again:



Conduct a Test Project for Student as your Homework.

Thank you.

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