

```
1 using Iteration1;
2 using System.Numerics;
3
4 namespace BagUnitTests
5 {
6     public class Tests
7     {
8         Bag bag1;
9         Bag bag2;
10        Item sword;
11        Item ak47;
12        Item machine_gun;
13
14        [SetUp]
15        public void Setup()
16        {
17            bag1 = new Bag(new string[] { "bag1", "1" }, "Bag 1", "This is the 1st bag of the player!");
18            sword = new Item(new string[] { "sword", "melee" }, "bronze sword", "Melee weapon. High damage.");
19            ak47 = new Item(new string[] { "ak47", "gun" }, "ak47", "Gun. High Damage.");
20            bag1.Inventory.Put(sword);
21            bag1.Inventory.Put(ak47);
22        }
23
24        [Test]
25        public void TestBagLocatesItems()
26        {
27            Assert.That(bag1.Locate("sword"), Is.EqualTo(sword));
28            Assert.That(bag1.Inventory.HasItem("sword"), Is.EqualTo(true));
29            Assert.Pass();
30        }
31
32        [Test]
33        public void TestBagLocatesItself()
34        {
35            Assert.That(bag1.Locate("bag1"), Is.EqualTo(bag1));
36            Assert.Pass();
37        }
38
39        [Test]
40        public void TestBagLocatesNothing()
41        {
42            Assert.That(bag1.Locate("machine gun"), Is.EqualTo(null));
43            Assert.Pass();
44        }
45
46        [Test]
```

```
47     public void TestBagFullDescription()
48     {
49         Assert.That(bag1.FullDescription, Is.EqualTo($"In the
           {bag1.Name} you can see:\n    a bronze sword (sword)\n    a
           ak47 (ak47)\n"));
50         Assert.Pass();
51     }
52
53     [Test]
54     public void TestBagInBag()
55     {
56         bag2 = new Bag(new string[] { "bag2", "2" }, "Bag 2", "This is
           the 2nd part of the player!");
57         machine_gun = new Item(new string[] { "machine gun", "super
           gun" }, "machine gun", "this is a weapon having lots of
           bullets");
58         bag2.Inventory.Put(machine_gun);
59
60         bag1.Inventory.Put(bag2);
61         Assert.That(bag1.Locate("bag2"), Is.EqualTo(bag2));
62         Assert.That(bag1.Locate("ak47"), Is.EqualTo(ak47));
63         Assert.That(bag1.Locate("machine gun"), Is.EqualTo(null));
64         Assert.Pass();
65     }
66 }
67
68 }
```