

```
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 ↵
18                         the 1st bag of the player!");
19             sword = new Item(new string[] { "sword", "melee" }, "bronze" ↵
20                           "sword", "Melee weapon. High damage.");
21             ak47 = new Item(new string[] { "ak47", "gun" }, "ak47", "Gun. ↵
22                           High Damage.");
23             bag1.Inventory.Put(sword);
24             bag1.Inventory.Put(ak47);
25         }
26
27         [Test]
28         public void TestBagLocatesItems()
29         {
30             Assert.That(bag1.Locate("sword"), Is.EqualTo(sword));
31             Assert.That(bag1.Inventory.HasItem("sword"), Is.EqualTo(true));
32             Assert.Pass();
33         }
34
35         [Test]
36         public void TestBagLocatesItself()
37         {
38             Assert.That(bag1.Locate("bag1"), Is.EqualTo(bag1));
39             Assert.Pass();
40         }
41
42         [Test]
43         public void TestBagLocatesNothing()
44         {
45             Assert.That(bag1.Locate("machine gun"), Is.EqualTo(null));
46             Assert.Pass();
47         }
48
49         [Test]
```

```
47     public void TestBagFullDescription()
48     {
49         Assert.That(bag1.FullDescription, Is.EqualTo($"In the
50             {bag1.Name} you can see:\n      a bronze sword (sword)\n      a
51             ak47 (ak47)\n"));
52         Assert.Pass();
53     }
54
55     [Test]
56     public void TestBagInBag()
57     {
58         bag2 = new Bag(new string[] { "bag2", "2" }, "Bag 2", "This is
59             the 2nd part of the player!");
60         machine_gun = new Item(new string[] { "machine gun", "super
61             gun" }, "machine gun", "this is a weapon having lots of
62             bullets");
63         bag2.Inventory.Put(machine_gun);
64
65         bag1.Inventory.Put(bag2);
66         Assert.That(bag1.Locate("bag2"), Is.EqualTo(bag2));
67         Assert.That(bag1.Locate("ak47"), Is.EqualTo(ak47));
68         Assert.That(bag1.Locate("machine gun"), Is.EqualTo(null));
69         Assert.Pass();
70     }
71 }
```