```csharp
1  using Iteration1;
2
3  namespace TestLocations
4  {
5      public class Tests
6      {
7          Player _player;
8          Location _location;
9          Item _sword;
10         Item _ak47;
11         Item _grenade;
12
13         [SetUp]
14         public void Setup()
15         {
16             _player = new Player("Chien", "A boy with high curiosity");
17             _location = new Location(new string[] { "military base" },
                   "military base", "large area");
18             _sword = new Item(new string[] { "sword", "melee" }, "sword",
                   "Short range weapon");
19             _ak47 = new Item(new string[] { "ak47" }, "ak47", "Long range
                   weapon");
20             _grenade = new Item(new string[] { "grenade" }, "grenade",
                   "Very high damage weapon!");
21             _location.Inventory.Put(_sword);
22             _location.Inventory.Put(_ak47);
23             _player.CurrentLocation = _location;
24         }
25
26         [Test]
27         public void TestLocationLocatesItself()
28         {
29             Assert.That(_location.Locate("military base"), Is.EqualTo
                   (_location));
30             Assert.Pass();
31         }
32
33         [Test]
34         public void TestLocationLocatesItem()
35         {
36             Assert.That(_location.Locate("sword"), Is.EqualTo(_sword));
37             Assert.Pass();
38         }
39
40         [Test]
41         public void TestLocationLocatesNothing()
42         {
43             Assert.That(_location.Locate("grenade"), Is.EqualTo(null));
44             Assert.Pass();
```

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45              }
46
47          [Test]
48          public void TestPLayerLocatesItemInLocation()
49          {
50              Assert.That(_player.Locate("ak47"), Is.EqualTo(_ak47));
51              Assert.Pass();
52          }
53
54          [Test]
55          public void TestPlayerLocatesNothingInLocation()
56          {
57              Assert.That(_player.Locate("grenade"), Is.EqualTo(null));
58              Assert.Pass();
59          }
60      }
61  }
```