

```
1  using Iteration1;
2  using static PowerArgs.Ansi.Cursor;
3  using Path = Iteration1.Path;
4
5  namespace CommandProcessorUnitTest
6  {
7      public class Tests
8      {
9          private CommandProcessor _command;
10         private Player _player;
11         private Location _location;
12         private Item _sword;
13         private Item _ak47;
14         private Item _grenade;
15         private Path _northpath;
16
17         [SetUp]
18         public void Setup()
19         {
20             _command = new CommandProcessor();
21             _player = new Player("Chien", "A boy with high curiosity");
22             _location = new Location(new string[] { "military base",     ↵
23                 "military base", "large area" });
24             _sword = new Item(new string[] { "sword", "melee" }, "sword",    ↵
25                 "Short range weapon");
26             _ak47 = new Item(new string[] { "ak47" }, "ak47", "Long range    ↵
27                 weapon");
28             _grenade = new Item(new string[] { "grenade" }, "grenade",    ↵
29                 "Very high damage weapon!");
30             _location.Inventory.Put(_sword);
31             _location.Inventory.Put(_ak47);
32             _player.CurrentLocation = _location;
33             _northpath = new Path(new string[] { "north" }, "hospital",    ↵
34                 "this is a hospital");
35             _location.AddPath(_northpath);
36         }
37
38         [Test]
39         public void TestMoveCommand()
40         {
41             Assert.That(_command.Execute(_player, ["move north"]),
42                         Is.EqualTo("You have moved to hospital\n"));
43             Assert.Pass();
44         }
45
46         [Test]
47         public void TestLookCommand()
48         {
49             Assert.That(_command.Execute(_player, ["look at me"]),
50                         Is.EqualTo("You are looking at yourself\n"));
51         }
52     }
53 }
```

```
        Is.EqualTo(_player.FullDescription + "\n"));
44    }
45}
46
47[TestMethod]
48public void TestWrongCommand()
49{
50    Assert.That(_command.Execute(_player, new string[] { "look      ↵
51        around" })), Is.EqualTo("What do you want to look at?\n"));
52    Assert.That(_command.Execute(_player, new string[] { "run      ↵
53        north" })), Is.EqualTo("Wrong command!!!"));
54    Assert.That(_command.Execute(_player, new string[]
55        { "hello" })), Is.EqualTo("Wrong command!!!"));
56    Assert.Pass();
57}
58}
```