

```
1 using SwinAdventure;
2
3 namespace LocationTest
4 {
5     public class LocationTest
6     {
7         Command look;
8         Player player;
9         Bag bag;
10        Item BronzeSword, BronzeAxe, gem;
11        Locations home;
12
13        [SetUp]
14        public void Setup()
15        {
16            look = new LookCommand();
17
18            player = new Player("Sen", "luv ur mom");
19
20            bag = new Bag(new string[] { "bag", "inventory" }, "Bag", "A simple bag.");
21
22            BronzeSword = new Item(new string[] { "sword", "weapon" }, "Bronze Sword", "A simple bronze sword.");
23            BronzeAxe = new Item(new string[] { "axe", "weapon" }, "Bronze Axe", "A simple bronze axe.");
24            gem = new Item(new string[] { "gem", "jewel" }, "Gem", "A shiny gem.");
25
26            home = new Locations(new string[] { "home", "house" }, "Home", "Sen's home.");
27            player.Location = home;
28        }
29
30        [Test]
31        public void LocationLocateThemselvesTest()
32        {
33            player.Locate("home");
34            Assert.AreEqual(home, player.Location);
35        }
36
37        [Test]
38        public void TestLocationLocateItem()
39        {
40            home.Inventory.Put(BronzeSword);
41            home.Locate("sword");
42            Assert.AreEqual(BronzeSword, home.Locate("sword"));
43        }
44
```

```
45     [Test]
46     public void TestFullDescription()
47     {
48         home.Inventory.Put(BronzeSword);
49         home.Inventory.Put(BronzeAxe);
50         home.Inventory.Put(gem);
51         string expected = "You are in the Home.\nYou can see:\nBronze  ↗
52         Sword (sword)\nBronze Axe (axe)\nGem (gem)\n";
53         Assert.AreEqual(expected, home.FullDescription);
54     }
55     [Test]
56     public void PlayerLocateItemInLocation()
57     {
58         home.Inventory.Put(gem);
59         player.Locate("gem");
60         Assert.AreEqual(gem, player.Locate("gem"));
61     }
62     [Test]
63     public void PlayerLookAtItemInLocation()
64     {
65         home.Inventory.Put(gem);
66         string[] text = new string[] { "look", "at", "gem", "in",
67         "home" };
68         Assert.AreEqual("Gem (gem): A shiny gem.", look.Execute(player, ↗
69         text));
70     }
71 }
72
```