

```
1 using SwinAdventure;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace InventoryTest
9 {
10     internal class InventoryTest
11     {
12         Item BronzeSword = new Item(new string[] { "sword", "weapon" },
13             "Bronze Sword", "A simple bronze sword.");
14         Item BronzeAxe = new Item(new string[] { "axe", "weapon" }, "Bronze
15             Axe", "A simple bronze axe.");
16         [SetUp]
17         public void Setup()
18         {
19
20         }
21         [Test]
22         public void FindItemTest()
23         {
24             Inventory inv = new Inventory();
25
26             inv.Put(BronzeAxe);
27             inv.Put(BronzeSword);
28
29             bool sword = inv.HasItem("sword");
30             bool axe = inv.HasItem("axe");
31
32             Assert.IsTrue(sword);
33             Assert.IsTrue(axe);
34         }
35         [Test]
36         public void NoItemFindTest()
37         {
38             Inventory inv = new Inventory();
39
40             Assert.IsFalse(inv.HasItem("sword"));
41             Assert.IsFalse(inv.HasItem("axe"));
42         }
43         [Test]
44         public void FetchItemTest()
45         {
46             Inventory inv = new Inventory();
```

```
48
49         inv.Put(BronzeAxe);
50         inv.Put(BronzeSword);
51
52         Item sword = inv.Fetch("sword");
53         Item axe = inv.Fetch("axe");
54
55         Assert.AreEqual(BronzeSword, sword);
56         Assert.AreEqual(BronzeAxe, axe);
57     }
58
59     [Test]
60     public void TakeItemTest()
61     {
62         Inventory inv = new Inventory();
63
64         inv.Put(BronzeAxe);
65         inv.Put(BronzeSword);
66
67         Item sword = inv.Take("sword");
68         Item axe = inv.Take("axe");
69
70         Item SwordRemain = inv.Fetch("sword");
71         Item AxeRemain = inv.Fetch("axe");
72
73         Assert.AreEqual(BronzeSword, sword);
74         Assert.AreEqual(BronzeAxe, axe);
75         Assert.IsTrue(SwordRemain == null);
76         Assert.IsTrue(AxeRemain == null);
77     }
78
79     [Test]
80     public void ItemListTest()
81     {
82         Inventory inv = new Inventory();
83
84         inv.Put(BronzeAxe);
85         inv.Put(BronzeSword);
86
87         string list = inv.ItemList;
88
89         Assert.AreEqual("\tBronze Axe (axe)\n\tBronze Sword (sword)\n",
90             list);
91     }
92 }
93
```