```csharp
1  using SwinAdventure;
2
3  namespace PathTest
4  {
5      public class PathTest
6      {
7          Paths _path;
8          Locations _roomA;
9          Locations _roomB;
10
11         [SetUp]
12         public void Setup()
13         {
14             _roomA = new Locations("Room A", "A room.");
15             _roomB = new Locations("Room B", "A room.");
16
17             _path = new Paths(new string[] { "north" }, "Path", "A path
                   from the source to the destination.", _roomA, _roomB);
18         }
19
20         [Test]
21         public void PathisIdentifiableTest()
22         {
23             Assert.IsTrue(_path.AreYou("path"));
24         }
25
26         [Test]
27         public void PathFullDescriptionTest()
28         {
29             string desc = _path.FullDescription;
30
31             Assert.AreEqual("Path (north): A path from the source to the
                   destination.", desc);
32         }
33
34         [Test]
35         public void PathIsLockedTest()
36         {
37             Assert.IsFalse(_path.IsLocked);
38         }
39
40         [Test]
41         public void PathSetIsLockedTest()
42         {
43             _path.IsLocked = true;
44
45             Assert.IsTrue(_path.IsLocked);
46         }
47
```

```
48          [Test]
49          public void PathDestinationTest()
50          {
51              Assert.AreEqual("Room B", _path.Destination.Name);
52          }
53      }
54  }
55
```