```csharp
1  using SwinAdventure;
2
3  namespace ItemTest
4  {
5      public class ItemTest
6      {
7          Item BronzeSword = new Item(new string[] { "sword", "weapon" },     ⮑
               "Bronze Sword", "A simple bronze sword.");
8          Item BronzeAxe = new Item(new string[] { "axe", "weapon" }, "Bronze ⮑
               Axe", "A simple bronze axe.");
9          [SetUp]
10         public void Setup()
11         {
12
13         }
14
15         [Test]
16         public void TestItenIsIdentifiable()
17         {
18             bool SwordisIdentifiable = BronzeSword.AreYou("sword");
19             bool AxeisIdentifiable = BronzeAxe.AreYou("sword");
20
21             Assert.IsTrue(SwordisIdentifiable);
22             Assert.IsFalse(AxeisIdentifiable);
23         }
24
25         [Test]
26         public void TestShortDescription()
27         {
28             string SwordShortDesc = BronzeSword.ShortDescription;
29             string AxeShortDesc = BronzeAxe.ShortDescription;
30
31             Assert.AreEqual("Bronze Sword (sword)", SwordShortDesc);
32             Assert.AreEqual("Bronze Axe (axe)", AxeShortDesc);
33         }
34
35         [Test]
36         public void TestFullDescription()
37         {
38             string SwordFullDesc = BronzeSword.FullDescription;
39             string AxeFullDesc = BronzeAxe.FullDescription;
40
41             Assert.AreEqual("A simple bronze sword.", SwordFullDesc);
42             Assert.AreEqual("A simple bronze axe.", AxeFullDesc);
43         }
44     }
45  }
46
```