**Unit Testing Homework**

**Task 1. Students and courses**

* Write three classes: Student, Course and School.
  + Students should have name and unique number (inside the entire School).
    - Name can not be empty and the unique number is between 10000 and 99999.
  + Each course contains a set of students.
  + Students in a course should be less than 30 and can join and leave courses.
* Write VSTT tests
  + Use 2 class library projects in Visual Studio: School.csproj and School.Tests.csproj
* Execute the tests using Visual Studio and check the code coverage. Ensure it is at least 90%.

**Task 2. Unit test the Deck class from the SantaseGameEngine**

* [Deck.cs](https://github.com/NikolayIT/SantaseGameEngine/blob/master/Source/Santase.Logic/Cards/Deck.cs)
* Use NUnit as a testing framework
* Write at least one [Parameterized Test](http://nunit.org/index.php?p=parameterizedTests&r=2.6.1)

**Task 3\*. Unit test the PlayerActionValidater class**

* Get known with the [Santase game rules](https://www.google.bg/search?q=%D0%BF%D1%80%D0%B0%D0%B2%D0%B8%D0%BB%D0%B0+%D1%81%D0%B0%D0%BD%D1%82%D0%B0%D1%81%D0%B5)
* Download the [SantaseGameEngine](https://github.com/NikolayIT/SantaseGameEngine)
* Review the [PlayerActionValidater.cs](https://github.com/NikolayIT/SantaseGameEngine/blob/master/Source/Santase.Logic/PlayerActionValidater.cs)
* Write unit tests for the IsValid method
* Ensure code coverage of 100% for the PlayerActionValidater.cs class
* Fix any bugs you find during the unit testing
* You can use testing framework of your choice

<https://github.com/TelerikAcademy/Unit-Testing/blob/master/Topics/01.%20Unit%20Testing/homework/README.md>