```csharp
1  using NUnit.Framework;
2  using System;
3  using Iteration2;
4
5  namespace TestIteration2
6  {
7      public class PlayerTests
8      {
9          private Player player;
10
11         [SetUp]
12         public void Setup()
13         {
14             player = new Player("Fred", "the mighty programmer");
15             player.Inventory.Put(new Item(new string[] { "shovel",
                   "spade" }, "a shovel", "This is a might fine shovel"));
16             player.Inventory.Put(new Item(new string[] { "sword",
                   "blade" }, "a bronze sword", "This is most bronze sword"));
17             player.Inventory.Put(new Item(new string[] { "pc",
                   "computer" }, "a small computer", "This is a pocket-sized
                   computer"));
18         }
19
20         [Test]
21         public void TestPlayerIsIdentifiable()
22         {
23             Assert.IsTrue(player.AreYou("me"));
24             Assert.IsTrue(player.AreYou("inventory"));
25         }
26
27         [Test]
28         public void TestPlayerLocateItems()
29         {
30             Assert.IsTrue(player.Locate("shovel").AreYou("shovel"));
31             Assert.IsTrue(player.Locate("sword").AreYou("sword"));
32             Assert.IsTrue(player.Locate("pc").AreYou("pc"));
33         }
34
35         [Test]
36         public void TestPlayerLocateItself()
37         {
38             Assert.IsTrue(player.Locate("me").AreYou("me"));
39             Assert.IsTrue(player.Locate("inventory").AreYou("inventory"));
40         }
41
42         [Test]
43         public void TestPlayerLocateNothing()
44         {
45             Assert.IsNull(player.Locate("stick"));
```

```
46          }
47
48          [Test]
49          public void TestPlayerFullDescription()
50          {
51              string PlayerFullDescription = "You are Fred the mighty          ↵
                    programmer\nYou are carrying\na shovel (shovel)\na bronze      ↵
                    sword (sword)\na small computer (pc)";
52              Assert.That(player.FullDescription, Is.EqualTo                     ↵
                    (PlayerFullDescription));
53          }
54
55      }
56  }
```