

```
1 using NUnit.Framework;
2 using System;
3 using System.Collections;
4 using Iteration2;
5
6 namespace TestIteration2
7 {
8     public class InventoryTests
9     {
10         private Item shovel;
11         private Item sword;
12         private Item pc;
13         private Inventory inventory;
14
15         [SetUp]
16         public void Setup()
17         {
18             Item shovel = new Item(new string[] { "shovel", "spade" }, "a shovel", "This is a might fine shovel");
19             Item sword = new Item(new string[] { "sword", "blade" }, "a bronze sword", "This is most bronze sword");
20             Item pc = new Item(new string[] { "pc", "computer" }, "a small computer", "This is a pocket-sized computer");
21             inventory = new Inventory();
22
23             inventory.Put(shovel);
24             inventory.Put(sword);
25             inventory.Put(pc);
26         }
27
28         [Test]
29         public void TestFindItem()
30         {
31             Assert.IsTrue(inventory.HasItem("shovel"));
32             Assert.IsTrue(inventory.HasItem("sword"));
33             Assert.IsTrue(inventory.HasItem("pc"));
34         }
35
36         [Test]
37         public void TestNoItemFind()
38         {
39             Assert.IsFalse(inventory.HasItem("stick"));
40         }
41
42         [Test]
43         public void TestFetchItem()
44         {
45             Assert.NotNull(inventory.Fetch("shovel"));
46             Assert.IsTrue(inventory.HasItem("shovel"));
```

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47     }
48
49     [Test]
50     public void TestTakeItem()
51     {
52         Assert.NotNull(inventory.Take("sword"));
53         Assert.IsFalse(inventory.HasItem("sword"));
54     }
55
56     [Test]
57     public void TestItemList()
58     {
59         string ItemList = "a shovel (shovel)\na bronze sword (sword)\na ↵
60             small computer (pc)";
61         Assert.That(inventory.ItemList, Is.EqualTo(ItemList));
62     }
63 }
64
```