

# Namespace Game.Domain

## Classes

[Numbers](#)


# Class Numbers

Namespace: [Game.Domain](#)

Assembly: Game.Domain.dll

```
public class Numbers
```

## Inheritance

[object](#)  ← Numbers

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

# Methods

## FortyTwo()

Gets a specific number

```
public int FortyTwo()
```

## Returns

[int](#) 

The number 42

# Namespace Game.Tests

## Classes

[NumberTests](#)


# Class NumberTests

Namespace: [Game.Tests](#)








Assembly: Game.Tests.dll

```
public class NumberTests
```

## Inheritance

[object](#)  ← NumberTests

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

## Methods

### FourtyTwo\_ShouldReturnFortyTwo()

Checks that the numbers return the correct number.

```
[Fact]  
public void FourtyTwo_ShouldReturnFortyTwo()
```