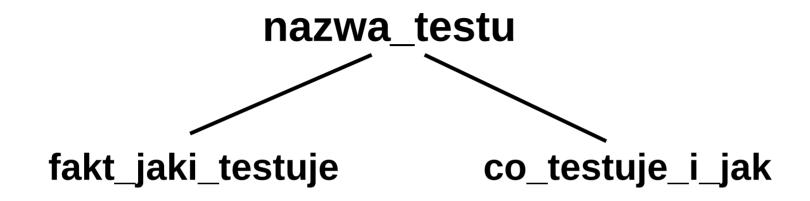
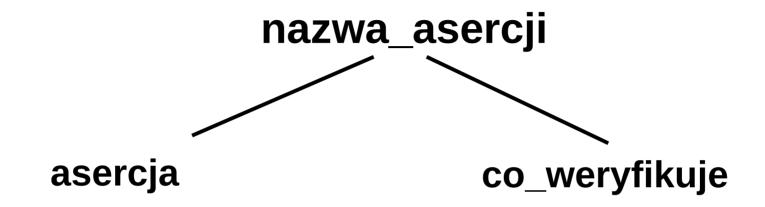
```
public class operation_test_fixture{
public class operation test{
                                                               private Operation operation;
     [Fact] lub [Theory][InlineData(var1,var2)]
     public void nazwa testu()
                                                               public operation test fixture(){
           //arrange
                                                                     operation = new Operation();
           fixture.arrange operation();
           act();
                                                               public void arrange operation() {
                                                                     operation.Set(0);
           //assert
           fixture.assert();
                                                               public void assert()
                                                                     operation.Result.Should().Be(0);
     private void act(){
           fixture.act();
                                                               private void act(){
                                                                     operation.Run();
     public operation test(){
           fixture = new operation_test_fixture();
     private readonly operation_test_fixture fixture;
```

```
public class operation test fixture{
public class operation test{
                                                              private Operation operation;
     [Fact] lub [Theory][InlineData(var1,var2)]
                                                              private Action act;
     public void nazwa testu()
           //arrange
                                                              public operation test fixture(){
           fixture.arrange operation();
                                                                    operation = new Operation();
           act();
                                                              public void arrange operation() {
           //assert
                                                                    operation.Set(0);
           fixture.assert_throw_exception();
                                                              public void assert_throw_exception() {
     private void act(){
           fixture.act();
                                                         act.ShouldThrow<Exception>().WithMessage("xyz");
     public OperationText(){
           fixture = new operation_test_fixture();
                                                              private void act(){
                                                                    act = () \Rightarrow operation.Set(0);
     private readonly operation_test_fixture _fixture;
```



poprawny_wynik_dodawania_gdy_liczba_a_i_liczba_b_są_całkowite



asercja_poprawny_wynik_dodawania