

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using SwinAdventure;
7
8 namespace SwinAdventureTest
9 {
10     public class LocationTest
11     {
12         Player player;
13         Item axe;
14         Location location;
15         [SetUp]
16         public void Setup()
17         {
18             player = new Player("Truong Ngoc Gia Hieu", "A brave Swinburne warrior");
19             axe = new Item(new string[] { "axe" }, "Axe", "A wooden axe");
20             location = new Location("Forest", "An unknown forest");
21         }
22         [Test]
23         public void TestLocationIdentifiableItSelf()
24         {
25             Assert.That(location.AreYou("location"), Is.True);
26         }
27         [Test]
28         public void TestLocationItemHave()
29         {
30             location.Inventory.Put(axe);
31             Assert.That(location.Inventory.HasItem("axe"), Is.True);
32         }
33         [Test]
34         public void TestPlayerCanLocateItemInTheirLocation()
35         {
36             location.Inventory.Put(axe);
37             player.Location = location;
38             GameObject expected = axe;
39             GameObject actual = player.Location.Locate("axe");
40             Assert.AreEqual(expected, actual);
41         }
42     }
43 }
44
```