

```
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 ItemTest
11     {
12         Item axe;
13         Item sword;
14         Inventory inventory;
15         [SetUp]
16         public void Setup()
17         {
18             axe = new Item(new string[] { "axe"}, "A wooden axe", "+10 points Damage");
19             sword = new Item(new string[] { "sword" }, "A sharp sword", "+20 points Damage");
20             inventory = new Inventory();
21         }
22         [Test]
23         public void TestItemIsIdentifiable()
24         {
25             inventory.Put(axe);
26             inventory.Put(sword);
27             Assert.That(inventory.HasItem("axe"), Is.True);
28             Assert.That(inventory.HasItem("sword"), Is.True);
29         }
30         [Test]
31         public void TestShortDescription()
32         {
33             Assert.That(axe.ShortDescription, Is.EqualTo("A wooden axe: axe"));
34             Assert.That(sword.ShortDescription, Is.EqualTo("A sharp sword: sword"));
35         }
36         [Test]
37         public void TestFullDescription()
38         {
39             Assert.That(axe.FullDescription, Is.EqualTo("+10 points Damage"));
40             Assert.That(sword.FullDescription, Is.EqualTo("+20 points Damage"));
41         }
42         [Test]
43         public void TestPrivilegeEscalation()
```

---

```
44         {
45             axe.PrivilegeEscalation("105565520");
46             Assert.That(axe.FirstId, Is.EqualTo("COS20007"));
47         }
48     }
49 }
50
```