```
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 InventoryTest
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 TestFindItem()
24         {
25             inventory.Put(axe);
26             inventory.Put(sword);
27             Assert.That(inventory.HasItem("axe"), Is.True);
28         }
29         [Test]
30         public void TestNoItemFind()
31         {
32             inventory.Put(axe);
33             Assert.That(inventory.HasItem("sword"), Is.False);
34         }
35         [Test]
36         public void TestFetchItem()
37         {
38             inventory.Put(axe);
39             Item fetchedItem = inventory.Fetch("axe");
40             Assert.That(fetchedItem, Is.EqualTo(axe));
41         }
42         [Test]
43         public void TestTakeItem()
44         {
45             inventory.Put(axe);
46             Item takenItem = inventory.Take("axe");
47             Assert.That(takenItem, Is.EqualTo(axe));
```

```
48              Assert.That(inventory.HasItem("axe"), Is.False);
49          }
50          [Test]
51          public void TestItemList()
52          {
53              inventory.Put(axe);
54              inventory.Put(sword);
55              string expectedList = "A wooden axe: axe\nA sharp sword: sword
                  \n";
56              Assert.That(inventory.ItemList, Is.EqualTo(expectedList));
57          }
58      }
59  }
60
```