

```
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 BagTest
11     {
12         Bag bag;
13         Item key;
14         Item book;
15         [SetUp]
16         public void Setup()
17         {
18             bag = new Bag(new string[] { "bag" }, "A useful bag", "    ↗
19                 Contains items");
20             key = new Item(new string[] { "key" }, "A small key", "Opens    ↗
21                 doors");
22             book = new Item(new string[] { "book" }, "A thick book",    ↗
23                 "Contains knowledge");
24         }
25         [Test]
26         public void TestBagsLocatesItems()
27         {
28             GameObject LocatedBag = bag.Locate("bag");
29             Assert.That(LocatedBag, Is.EqualTo(bag));
30         }
31         [Test]
32         public void TestBagLocatesitself()
33         {
34             bag.Inventory.Put(key);
35             GameObject LocatedKey = bag.Locate("key");
36             Assert.That(LocatedKey, Is.EqualTo(key));
37         }
38         [Test]
39         public void TestBagLocatesNothing()
40         {
41             GameObject LocatedNothing = bag.Locate("nothing");
42             Assert.That(LocatedNothing, Is.Null);
43         }
44         [Test]
45         public void TestBagFullDescription()
46         {
47             bag.Inventory.Put(key);
48             bag.Inventory.Put(book);
49             string expectedDescription = "In A useful bag you can see:\nA    ↗
```

```
    small key: key\nA thick book: book\n";
47     Assert.That(bag.FullDescription, Is.EqualTo
    (expectedDescription));
48     }
49
50     }
51 }
52
```

