```
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 {
       public class InventoryTest
10
11
12
            Item axe;
13
            Item sword;
14
            Inventory inventory;
15
            [SetUp]
            public void Setup()
16
17
                axe = new Item(new string[] { "axe" }, "A wooden axe", "+10
18
                  points Damage");
                sword = new Item(new string[] { "sword" }, "A sharp sword",
19
                  "+20 points Damage");
20
                inventory = new Inventory();
            }
21
            [Test]
22
            public void TestFindItem()
23
24
                inventory.Put(axe);
25
26
                inventory.Put(sword);
                Assert.That(inventory.HasItem("axe"), Is.True);
27
            }
28
            [Test]
29
            public void TestNoItemFind()
30
31
32
                inventory.Put(axe);
33
                Assert.That(inventory.HasItem("sword"), Is.False);
            }
34
            [Test]
35
36
            public void TestFetchItem()
37
38
                inventory.Put(axe);
                Item fetchedItem = inventory.Fetch("axe");
39
                Assert.That(fetchedItem, Is.EqualTo(axe));
40
41
            }
42
            [Test]
            public void TestTakeItem()
43
44
                inventory.Put(axe);
45
46
                Item takenItem = inventory.Take("axe");
                Assert.That(takenItem, Is.EqualTo(axe));
47
```

```
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```

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

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