

```
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", "Contains items");
19             key = new Item(new string[] { "key" }, "A small key", "Opens doors");
20             book = new Item(new string[] { "book" }, "A thick book", "Contains knowledge");
21         }
22         [Test]
23         public void TestBagsLocatesItems()
24         {
25             GameObject LocatedBag = bag.Locate("bag");
26             Assert.That(LocatedBag, Is.EqualTo(bag));
27         }
28         [Test]
29         public void TestBagLocatesitself()
30         {
31             bag.Inventory.Put(key);
32             GameObject LocatedKey = bag.Locate("key");
33             Assert.That(LocatedKey, Is.EqualTo(key));
34         }
35         [Test]
36         public void TestBagLocatesNothing()
37         {
38             GameObject LocatedNothing = bag.Locate("nothing");
39             Assert.That(LocatedNothing, Is.Null);
40         }
41         [Test]
42         public void TestBagFullDescription()
43         {
44             bag.Inventory.Put(key);
45             bag.Inventory.Put(book);
46             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
```

