**Lab: Unit Testing**

**Part I: Unit Testing Basics**

* **Test Axe**

Load provided solution in Visual Studio. Add new project **Tests**

Create a class **AxeTests**

Create the following tests:

* Test if weapon loses durability after each attack
* Test attacking with a broken weapon

**Solution**



* **Test Dummy**

Create a class **DummyTests**

Create the following tests:

* Dummy loses health if attacked
* Dead Dummy throws exception if attacked
* Dead Dummy can give XP
* Alive Dummy can't give XP

**Hints**

Follow the logic of the previous problem