using System;

public class Calculator

{

public int Add(int a, int b)

{

return a + b;

}

}

public class CalculatorTests

{

private Calculator \_calculator;

public void Setup()

{

\_calculator = new Calculator();

}

public void Cleanup()

{

\_calculator = null;

}

public void RunTests()

{

TestAdd(2, 3, 5);

TestAdd(0, 0, 0);

TestAdd(-1, -2, -3);

TestAdd(-5, 5, 0);

}

private void TestAdd(int a, int b, int expected)

{

Setup(); // Simulate NUnit [SetUp]

int result = \_calculator.Add(a, b);

if (result == expected)

{

Console.WriteLine($"Test Passed: Add({a}, {b}) = {expected}");

}

else

{

Console.WriteLine($"Test Failed: Add({a}, {b}) expected {expected} but got {result}");

}

Cleanup();

}

}

public class Program

{

public static void Main()

{

var tests = new CalculatorTests();

tests.RunTests();

}

}





