Inventory.cs

using System;

using System.Collections.Generic;

namespace Iteration8

{

public class Inventory

{

private readonly List<Item> \_items;

public Inventory()

{

\_items = [];

}

public bool HasItem(string id)

{

foreach (Item item in \_items)

{

if (item.AreYou(id))

{

return true;

}

}

return false;

}

public void Put(Item itm)

{

\_items.Add(itm);

}

public Item Fetch(string id)

{

foreach (Item item in \_items)

{

if (item.AreYou(id))

{

return item;

}

}

return null;

}

public Item Take(string id)

{

Item takeitem = Fetch(id);

\_items.Remove(takeitem);

return takeitem;

}

public string ItemList

{

get

{

string list = "";

foreach (Item item in \_items)

{

list += "\t" + item.ShortDescription + "\n";

}

return list;

}

}

}

}

Path.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class Path(string[] idents, string name, string desc, Location source, Location destination) : GameObject(idents, name, desc)

{

private readonly Location \_source = source;

private readonly Location \_destination = destination;

public Location Source

{

get

{

return \_source;

}

}

public Location Destination

{

get

{

return \_destination;

}

}

}

}

GameObject.cs

using System;

using System.Collections.Generic;

using System.Text;

namespace Iteration8

{

public class GameObject(string[] idents, string name, string desc) : IdentifiableObject(idents)

{

private readonly string \_description = desc;

private readonly string \_name = name;

public string Name

{

get

{

return \_name;

}

}

public string ShortDescription

{

get

{

return "a " + \_name + " " + "(" + FirstID + ")";

}

}

public virtual string FullDescription

{

get

{

return \_description;

}

}

}

}

Bag.cs

using System;

using System.Xml.Linq;

namespace Iteration8

{

public class Bag(string[] idents, string name, string desc) : Item(idents, name, desc), IHaveInventory

{

private readonly Inventory \_inventory = new();

public Inventory Inventory

{

get

{

return \_inventory;

}

}

public GameObject Locate(string id)

{

if (this.AreYou(id))

{

return this;

}

else if (\_inventory.HasItem(id))

{

return \_inventory.Fetch(id);

}

return null;

}

public override string FullDescription

{

get

{

string InventoryDescription = "In the " + Name + " you can see:\n";

InventoryDescription += \_inventory.ItemList;

return InventoryDescription;

}

}

}

}

Location.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class Location(string[] idents, string name, string desc) : GameObject(idents, name, desc), IHaveInventory

{

readonly Inventory \_inventory = new();

readonly List<Path> \_paths = [];

public Location(string[] idents, string name, string desc, List<Path> paths) : this(idents, name, desc)

{

\_paths = paths;

}

public Inventory Inventory

{

get

{

return \_inventory;

}

}

public GameObject Locate(string id)

{

if (AreYou(id))

{

return this;

}

foreach (Path path in \_paths)

{

if (path.AreYou(id))

{

return path;

}

}

return \_inventory.Fetch(id);

}

public override string FullDescription

{

get

{

if (\_inventory != null)

{

return $"{base.FullDescription}.\nItems available:\n{\_inventory.ItemList}";

}

return "There are no items here.";

}

}

public void AddPath(Path path)

{

\_paths.Add(path);

}

public string PathList

{

get

{

if (\_paths.Count == 0)

{

return "\nThere are no exits.";

}

else

{

string list = "\nThere are exits to the ";

foreach (Path path in \_paths)

{

list += path.FirstID + ", ";

}

list = list.TrimEnd(',', ' ') + ".";

return list;

}

}

}

}

}

Players.cs

using System;

using System.Collections;

using System.Collections.Generic;

using System.Linq;

using System.Xml.Linq;

namespace Iteration8

{

public class Player(string name, string desc) : GameObject(["me", "inventory"], name, desc), IHaveInventory

{

private readonly Inventory \_inventory = new();

private Location \_location;

public GameObject Locate(string id)

{

if (AreYou(id))

{

return this;

}

GameObject obj = \_inventory.Fetch(id);

if (obj != null)

{

return obj;

}

if (\_location != null)

{

obj = \_location.Locate(id);

return obj;

}

else

{

return null;

}

}

public override string FullDescription

{

get

{

return "You are " + Name + ", a " + base.FullDescription + ".\nYou are carrying:\n" + \_inventory.ItemList;

}

}

public Inventory Inventory

{

get

{

return \_inventory;

}

}

public Location Location

{

get

{

return \_location;

}

set

{

\_location = value;

}

}

public void Move(Path path)

{

if (path.Destination != null)

{

\_sourcelocation = path.Source;

\_location = path.Destination;

}

}

}

}

Move.cs

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class Move : Command

{

public Move() : base(["move", "go", "head", "leave"])

{

}

private static bool CheckMoveCommand(string command)

{

return command == "move" || command == "go" || command == "head" || command == "leave";

}

public override string Execute(Player p, string[] text)

{

string location;

string error = "Where do you want to go?";

string error1 = "Error in move command.";

if (text.Length < 2 && CheckMoveCommand(text[0].ToLower()))

{

return error;

}

if (text.Length == 2 && CheckMoveCommand(text[0].ToLower()))

{

location = text[1].ToLower();

}

else

{

return error1;

}

return MoveTo(location, p);

}

private static string MoveTo(string location, Player p)

{

GameObject path = p.Location.Locate(location);

string nopath = "The exit is not available.";

if (path == null)

{

return nopath;

}

else

{

p.Move((Path)path);

return $"You have moved {path.FirstID} through a {path.Name} to {p.Location.Name}, {p.Location.FullDescription}{p.Location.PathList}";

}

}

}

}

Look.cs

using System;

namespace Iteration7

{

public class Look : Command

{

public Look() : base(["look"])

{

}

private static IHaveInventory? FetchContainer(Player p, string containerId)

{

return p.Locate(containerId) as IHaveInventory;

}

private static string LookAtIn(string thingId, IHaveInventory container)

{

GameObject foundItem = container.Locate(thingId);

if (foundItem == null)

{

if (container == container.Locate("inventory"))

{

return $"I can't find {thingId}";

}

else

{

return $"I can't find {thingId} in the {container.Name}";

}

}

return foundItem.FullDescription;

}

public override string Execute(Player p, string[] text)

{

IHaveInventory? container = p;

string error = "I don't know how to look like that";

string error1 = "Error in look input";

string error2 = "What do you want to look at?";

string error3 = "What do you want to look in?";

if (text.Length == 1 && text[0].Equals("look", StringComparison.CurrentCultureIgnoreCase))

{

return $"You are in the {p.Location.Name}, {p.Location.FullDescription}{p.Location.PathList}";

}

if (text.Length != 3 && text.Length != 5)

{

return error;

}

if (!text[0].Equals("look", StringComparison.CurrentCultureIgnoreCase))

{

return error1;

}

if (!text[1].Equals("at", StringComparison.CurrentCultureIgnoreCase))

{

return error2;

}

if (text.Length == 5)

{

if (!text[3].Equals("in", StringComparison.CurrentCultureIgnoreCase))

return error3;

container = FetchContainer(p, text[4]);

if (container == null)

return $"I can't find the {text[4]}";

}

return LookAtIn(text[2], container);

}

}

}

Items.cs

using System;

using System.Collections.Generic;

using System.Text;

namespace Iteration8

{

public class Item(string[] idents, string name, string desc) : GameObject(idents, name, desc)

{

}

}

IhaveInventory.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

interface IHaveInventory

{

GameObject Locate(string id);

string Name

{

get;

}

}

}

IdentifiableObject.cs

using System;

using System.Collections.Generic;

namespace Iteration8

{

public class IdentifiableObject

{

private readonly List<string> \_idents = [];

public IdentifiableObject(string[] idents)

{

foreach (string s in idents)

{

AddIdentifier(s);

}

}

public bool AreYou(string id)

{

return \_idents.Contains(id.ToLower());

}

public string FirstID

{

get

{

if (\_idents.Count == 0)

{

return "";

}

else

{

return \_idents[0];

}

}

}

public void AddIdentifier(string id)

{

\_idents.Add(id.ToLower());

}

}

}

Command.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public abstract class Command(string[] ids) : IdentifiableObject(ids)

{

public abstract string Execute(Player p, string[] text);

}

}

CommandProcessor.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class CommandProcessor : Command

{

readonly List<Command> \_commands;

public CommandProcessor() : base(["command"])

{

\_commands = [new Look(), new Move()];

}

public override string Execute(Player p, string[] text)

{

foreach (Command cmd in \_commands)

{

if (cmd.AreYou(text[0].ToLower()))

{

return cmd.Execute(p, text);

}

}

return "Error in command input.";

}

}

}

Program.cs

using System;

namespace Iteration8

{

public class Interface

{

static void Main(string[] args)

{

Player player;

Bag bag;

Bag backpack;

Item sword;

Item shield;

Item potion;

Item gem;

Location garage;

Location bedroom;

Location gamingroom;

Location livingroom;

Item monitor;

Item computer;

Item phone;

CommandProcessor command;

string input = "";

Console.WriteLine("Press Q to Exit \n");

Console.WriteLine("What is your name?");

string name = Console.ReadLine();

Console.WriteLine($"Hi {name}, What is your occupation?");

string description = Console.ReadLine();

player = new Player(name, description);

bedroom = new(["bedroom"], "private bedroom", "a room for private stuff");

player.Location = bedroom;

Console.WriteLine($"You are {name}, a {description}. Welcome to the {player.Location.Name}");

bag = new Bag(["bag"], "leather bag", "a light bag, suitable for short trips");

backpack = new Bag(["backpack"], "fabric backpack", "a medium-sized backpack, suitable for abroad travelling");

gem = new Item(["gem"], "gem", "A gem that could be used to trade items.");

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

potion = new Item(["potion"], "healing potion", "a healing potion which is needed for adventurers");

garage = new Location(["garage"], "big garage", "a room where items are stored");

Path bedroomTogarage = new(["east"], "rolling door", "Walk through rolling door", bedroom, garage);

Path garageTobedroom = new(["west"], "rolling door", "Walk through rolling door", garage, bedroom);

bedroom.AddPath(bedroomTogarage);

garage.AddPath(garageTobedroom);

monitor = new Item(["monitor"], "new monitor", "a brand new monitor");

computer = new Item(["computer"], "public computer", "a computer which is suitable for students");

phone = new Item(["phone"], "mobile phone", "a phone that is recently sold");

Item tablet = new(["tablet"], "IMac", "an expensive tablet");

Item mouse = new(["mouse"], "wireless mouse", "a mouse that is bought on EBay");

Item TV = new(["TV"], "Samsung TV", "a TV that hasn't been used much");

garage.Inventory.Put(monitor);

garage.Inventory.Put(computer);

garage.Inventory.Put(phone);

player.Inventory.Put(computer);

command = new CommandProcessor();

player.Inventory.Put(sword);

player.Inventory.Put(shield);

player.Inventory.Put(bag);

player.Inventory.Put(potion);

player.Inventory.Put(backpack);

bag.Inventory.Put(potion);

backpack.Inventory.Put(sword);

backpack.Inventory.Put(bag);

gamingroom = new(["gamingroom"], "large gamingroom", "a room for relaxation");

Path bedroomTogamingroom = new(["north"], "door", "Go through door", bedroom, gamingroom);

Path gamingroomTobedroom = new(["south"], "door", "Go through door", gamingroom, bedroom);

bedroom.AddPath(bedroomTogamingroom);

gamingroom.AddPath(gamingroomTobedroom);

livingroom = new(["livingroom"], "family livingroom", "a room for family talk");

Path bedroomTolivingroom = new(["down"], "door", "Go through door", bedroom, livingroom);

Path livingroomTobedroom = new(["up"], "door", "Go through door", livingroom, bedroom);

bedroom.AddPath(bedroomTolivingroom);

livingroom.AddPath(livingroomTobedroom);

gamingroom.Inventory.Put(monitor);

gamingroom.Inventory.Put(computer);

bedroom.Inventory.Put(gem);

bedroom.Inventory.Put(mouse);

livingroom.Inventory.Put(tablet);

livingroom.Inventory.Put(TV);

while (input != "q")

{

Console.Write("Command: \n");

input = Console.ReadLine().Trim();

if (input != "q")

{

Console.WriteLine(command.Execute(player, input.Split()));

}

else

{

break;

}

}

}

}

}

InventoryTest.cs

using System;

using System.Collections.Generic;

using NUnit.Framework;

namespace Iteration8

{

[TestFixture]

public class TestInventory

{

Inventory inventory;

Item sword;

Item shield;

Item potion;

[SetUp]

public void SetUp()

{

inventory = new Inventory();

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

potion = new Item(["potion"], "healing potion", "a healing potion which is needed for the adventurers");

inventory.Put(sword);

inventory.Put(shield);

}

[Test]

public void TestFoundItem()

{

Assert.Multiple(() =>

{

Assert.That(inventory.HasItem("sword"), Is.True);

Assert.That(inventory.HasItem("shield"), Is.True);

});

}

[Test]

public void TestNoItemFound()

{

Assert.That(inventory.HasItem("potion"), Is.False);

}

[Test]

public void TestFecthItem()

{

Assert.Multiple(() =>

{

Assert.That(inventory.Fetch("sword"), Is.EqualTo(sword));

Assert.That(inventory.HasItem("sword"), Is.True);

});

}

[Test]

public void TestTakeItem()

{

Assert.Multiple(() =>

{

Assert.That(inventory.Take("sword"), Is.EqualTo(sword));

Assert.That(inventory.HasItem("sword"), Is.False);

Assert.That(inventory.HasItem("shield"), Is.True);

Assert.That(inventory.HasItem("potion"), Is.False);

});

}

[Test]

public void TestItemList()

{

Assert.That(inventory.ItemList, Is.EqualTo("\ta diamond sword (sword)\n\ta gold shield (shield)\n"));

}

}

}

PlayersTest.cs

using System;

using System.Collections.Generic;

using NUnit.Framework;

namespace Iteration8

{

[TestFixture]

public class TestPlayer

{

Player player;

Item sword;

Item shield;

[SetUp]

public void Setup()

{

player = new Player("ruchan", "member of a chess club");

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

player.Inventory.Put(sword);

player.Inventory.Put(shield);

}

[Test]

public void TestPLayerIsIdentifiable()

{

Assert.Multiple(() =>

{

Assert.That(player.AreYou("me"), Is.True, "True");

Assert.That(player.AreYou("inventory"), Is.True, "True");

});

}

[Test]

public void TestPlayerLocatesItems()

{

var result = false;

var itemLocated = player.Locate("sword");

if (sword == itemLocated)

{

result = true;

}

Assert.That(result, Is.True);

\_ = player.Locate("shield");

if (shield == itemLocated)

{

result = true;

}

Assert.That(result, Is.True);

}

[Test]

public void TestPlayerLocatesItself()

{

Assert.Multiple(() =>

{

Assert.That(player.Locate("me"), Is.EqualTo(player));

Assert.That(player.Locate("inventory"), Is.EqualTo(player));

});

}

[Test]

public void TestPlayerLocatesNothing()

{

Assert.That(player.Locate("plate"), Is.EqualTo(null));

}

[Test]

public void TestPlayerFullDescription()

{

Assert.That(player.FullDescription, Is.EqualTo("You are ruchan, a member of a chess club.\nYou are carrying:\n\ta diamond sword (sword)\n\ta gold shield (shield)\n"));

}

}

}

LookTest.cs

using System;

using System.ComponentModel;

using System.Linq;

namespace Iteration8

{

[TestFixture]

public class TestLook

{

Look look;

Player player;

Bag bag;

Item sword;

Item shield;

Item potion;

[SetUp]

public void SetUp()

{

look = new Look();

player = new Player("ruchan", "a member of a chess club");

bag = new Bag(["bag"], "leather bag", "a light bag, suitable for short trips");

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

potion = new Item(["potion"], "healing potion", "a healing potion which is needed for the adventurers");

}

[Test]

public void TestLookAtMe()

{

Assert.That(look.Execute(player, ["look", "at", "me"]), Is.EqualTo(player.FullDescription));

}

[Test]

public void TestLookAtSword()

{

player.Inventory.Put(sword);

Assert.That(look.Execute(player, ["look", "at", "sword"]), Is.EqualTo(sword.FullDescription));

}

[Test]

public void TestLookAtUnknownItems()

{

Assert.That(look.Execute(player, ["look", "at", "plate"]), Is.EqualTo($"I can't find plate"));

}

[Test]

public void TestLookAtSwordInMe()

{

player.Inventory.Put(sword);

Assert.That(look.Execute(player, ["look", "at", "sword", "in", "me"]), Is.EqualTo(sword.FullDescription));

}

[Test]

public void TestLookAtSwordInBag()

{

bag.Inventory.Put(sword);

bag.Inventory.Put(shield);

player.Inventory.Put(bag);

Assert.That(look.Execute(player, ["look", "at", "sword", "in", "bag"]), Is.EqualTo(sword.FullDescription));

}

[Test]

public void TestLookAtPotionInNoBag()

{

bag.Inventory.Put(potion);

Assert.That(look.Execute(player, ["look", "at", "potion", "in", "bag"]), Is.EqualTo("I can't find the bag"));

}

[Test]

public void TestLookAtNoShieldInBag()

{

bag.Inventory.Put(sword);

player.Inventory.Put(bag);

Assert.Multiple(() =>

{

Assert.That(look.Execute(player, ["look", "at", "shield", "in", "bag"]), Is.EqualTo("I can't find shield in the leather bag"));

Assert.That(look.Execute(player, ["look", "at", "potion", "in", "bag"]), Is.EqualTo("I can't find potion in the leather bag"));

});

}

[Test]

public void TestInvalidLook()

{

Assert.Multiple(() =>

{

Assert.That(look.Execute(player, ["look", "down"]), Is.EqualTo("I don't know how to look like that"));

Assert.That(look.Execute(player, ["stare", "at", "plate"]), Is.EqualTo("Error in look input"));

Assert.That(look.Execute(player, ["look", "at", "potion", "on", "bag"]), Is.EqualTo("What do you want to look in?"));

Assert.That(look.Execute(player, ["look", "for", "shield"]), Is.EqualTo("What do you want to look at?"));

});

}

}

}

LocationTest.cs

using Iteration8;

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

[TestFixture]

public class LocationTest

{

Player player;

Location location;

Item sword;

[SetUp]

public void SetUp()

{

player = new Player("ruchan", "member of a chess club");

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

location = new Location(["garage"], "big garage", "a place where you store stuff");

}

[Test]

public void TestLocationIdentifyItself()

{

GameObject result = location.Locate("garage");

Assert.That(result, Is.EqualTo(location));

}

[Test]

public void TestLocationLocateItemTheyHave()

{

location.Inventory.Put(sword);

GameObject expected = sword;

GameObject actual = location.Locate("sword");

Assert.That(actual, Is.EqualTo(expected));

}

[Test]

public void TestPlayerCanLocateItemInTheirLocation()

{

location.Inventory.Put(sword);

player.Location = location;

GameObject expected = sword;

GameObject actual = player.Location.Locate("sword");

Assert.That(actual, Is.EqualTo(expected));

}

}

}

BagTest.cs

using System;

using System.Collections.Generic;

using NUnit.Framework;

namespace Iteration8

{

[TestFixture]

public class TestBag

{

Item sword;

Item shield;

Bag bag;

Bag backpack;

[SetUp]

public void SetUp()

{

sword = new Item(["sword"], "diamond sword", "a diamond sword which has not broken once");

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

bag = new Bag(["bag"], "leather bag", "a light bag, suitable for short trips");

backpack = new Bag(["backpack"], "fabric backpack", "a medium-sized backpack, suitable for abroad travelling");

bag.Inventory.Put(sword);

backpack.Inventory.Put(shield);

backpack.Inventory.Put(bag);

}

[Test]

public void TestBagLocateItems()

{

Assert.Multiple(() =>

{

Assert.That(bag.Locate("sword"), Is.EqualTo(sword));

Assert.That(backpack.Locate("shield"), Is.EqualTo(shield));

});

}

[Test]

public void TestBagLocatesItself()

{

Assert.Multiple(() =>

{

Assert.That(bag.Locate("bag"), Is.EqualTo(bag));

Assert.That(backpack.Locate("backpack"), Is.EqualTo(backpack));

});

}

[Test]

public void TestBagLocatesNothing()

{

Assert.That(bag.Locate("Nothing"), Is.EqualTo(null));

}

[Test]

public void TestBagFullDesc()

{

Assert.That(bag.FullDescription, Is.EqualTo("In the leather bag you can see:\n\ta diamond sword (sword)\n"));

}

[Test]

public void TestBagInBag()

{

Assert.Multiple(() =>

{

Assert.That(backpack.Locate("bag"), Is.EqualTo(bag));

Assert.That(bag.Locate("sword"), Is.EqualTo(sword));

Assert.That(bag.Locate("shield"), Is.EqualTo(null));

});

}

}

}

PathTest.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class PathTest

{

Player? \_testPlayer;

Location? \_testRoomA;

Location? \_testRoomB;

Path? \_testPath;

[Test]

public void TestLocatePathDestination()

{

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

\_testRoomA.AddPath(\_testPath);

Location \_expected = \_testRoomB;

Location \_actual = \_testPath.Destination;

Assert.That(\_actual, Is.EqualTo(\_expected));

}

[Test]

public void TestLocatePathName()

{

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

\_testRoomA.AddPath(\_testPath);

string \_expected = "A test door";

string \_actual = \_testPath.FullDescription;

Assert.That(\_actual, Is.EqualTo(\_expected));

}

[Test]

public void TestLocatePath()

{

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

\_testRoomA.AddPath(\_testPath);

GameObject \_expected = \_testRoomA.Locate("north");

GameObject \_actual = \_testPath;

Assert.That(\_actual, Is.EqualTo(\_expected));

}

}

}

MoveTest.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

public class MoveTest

{

Move? \_moveCommand;

Player? \_testPlayer;

Location? \_testRoomA;

Location? \_testRoomB;

Path? \_testPath;

[Test]

public void TestPlayerCanMove()

{

\_moveCommand = new Move();

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

\_testRoomA.AddPath(\_testPath);

\_moveCommand.Execute(\_testPlayer, ["move", "north"]);

string \_expected = \_testRoomB.Name;

string \_actual = \_testPlayer.Location.Name;

Assert.That(\_actual, Is.EqualTo(\_expected), "Testing that player can move");

}

[Test]

public void TestMoveDescription()

{

\_moveCommand = new Move();

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "door", "A test door", \_testRoomA, \_testRoomB);

\_testRoomA.AddPath(\_testPath);

string \_expected = "You have moved north through a door from bedroom to bathroom, Room for illustration.\nItems available:\n\nThere are no exits.";

string \_actual = \_moveCommand.Execute(\_testPlayer, ["move", "north"]);

Assert.That(\_actual, Is.EqualTo(\_expected), "Testing that move description is correct");

}

[Test]

public void TestInvalidMoveNoDirection()

{

\_moveCommand = new Move();

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

string \_expected = "Where do you want to go?";

string \_actual = \_moveCommand.Execute(\_testPlayer, ["move"]); ;

Assert.That(\_actual, Is.EqualTo(\_expected), "Testing invalid move: no path specified");

}

[Test]

public void TestInvalidMoveNoPath()

{

\_moveCommand = new Move();

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testRoomB = new Location(["bathroom"], "bathroom", "Room for illustration");

\_testPlayer.Location = \_testRoomA;

\_testPath = new Path(["north"], "Door", "A test door", \_testRoomA, \_testRoomB);

string \_expected = "The exit is not available.";

string \_actual = \_moveCommand.Execute(\_testPlayer, ["move", "east"]); ;

Assert.That(\_actual, Is.EqualTo(\_expected), "Testing invalid move: non-existent path");

}

[Test]

public void TestInvalidMoveNoLocation()

{

\_moveCommand = new Move();

\_testPlayer = new Player("ruchan", "student");

\_testRoomA = new Location(["bedroom"], "bedroom", "Room for decoration");

\_testPlayer.Location = \_testRoomA;

string \_expected = "The exit is not available.";

string \_actual = \_moveCommand.Execute(\_testPlayer, ["move", "east"]); ;

Assert.That(\_actual, Is.EqualTo(\_expected), "Testing invalid move: no destination location specified");

}

}

}

ItemsTest.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Iteration8

{

[TestFixture]

public class TestItem

{

Item shield;

[SetUp]

public void SetUp()

{

shield = new Item(["shield"], "gold shield", "a gold shield that lasts a lifetime");

}

[Test]

public void TestItemIdentifiable()

{

Assert.That(shield.AreYou("shield"), Is.True, "True");

Assert.That(shield.AreYou("sword"), Is.False, "True");

}

[Test]

public void TestShortDesc()

{

Assert.That(shield.ShortDescription, Is.EqualTo("a gold shield (shield)"));

}

[Test]

public void TestFullDesc()

{

Assert.That(shield.FullDescription, Is.EqualTo("a gold shield that lasts a lifetime"));

}

}

}

IdentifiableObjectTest.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using NUnit.Framework;

namespace Iteration8

{

[TestFixture]

public class TestIdentifiableObject

{

[Test]

public void TestAreYou()

{

string[] testArray = ["Fred", "Bob"];

IdentifiableObject testIdentifiableObject = new(testArray);

Assert.That(testIdentifiableObject.AreYou("fred"), Is.True);

}

[Test]

public void TestNotAreYou()

{

string[] testArray = ["Fred", "Bob"];

IdentifiableObject testIdentifiableObject = new(testArray);

Assert.That(testIdentifiableObject.AreYou("wilma"), Is.False);

}

[Test]

public void TestCaseSensitive()

{

string[] testArray = ["Fred", "Bob"];

IdentifiableObject testIdentifiableObject = new(testArray);

Assert.That(testIdentifiableObject.AreYou("bOB"), Is.True);

}

[Test]

public void TestFirstID()

{

string[] testArray = ["Fred", "Bob"];

IdentifiableObject testIdentifiableObject = new(testArray);

StringAssert.AreEqualIgnoringCase("fred", testIdentifiableObject.FirstID);

}

[Test]

public void TestFirstIDWithNoIDs()

{

string[] testArray = [];

IdentifiableObject testIdentifableObject = new(testArray);

StringAssert.AreEqualIgnoringCase("", testIdentifableObject.FirstID);

}

[Test]

public void TestAddID()

{

string[] testArray = ["Fred", "Bob"];

IdentifiableObject testIdentifiableObject = new(testArray);

testIdentifiableObject.AddIdentifier("Wilma");

Assert.Multiple(() =>

{

Assert.That(testIdentifiableObject.AreYou("fred"), Is.True);

Assert.That(testIdentifiableObject.AreYou("bob"), Is.True);

Assert.That(testIdentifiableObject.AreYou("wilma"), Is.True);

});

}

}

}

Ảnh có chứa ảnh chụp màn hình, văn bản, phần mềm, máy tính

Mô tả được tạo tự động

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