**SOLUTION -> CalculatorCore -> Calculator.cs**

using System;

namespace CalcLogic

{

public class Calculator

{

public int Add(int a, int b) => a + b;

// Optional extras if you want to extend later

public int Subtract(int a, int b) => a - b;

public int Multiply(int a, int b) => a \* b;

public double Divide(int a, int b)

{

if (b == 0) throw new DivideByZeroException();

return (double)a / b;

}

}

}

**SOLUTION -> CalculatorCoreTests -> CalculatorTests.cs**

using CalcLogic;

using NUnit.Framework;

namespace CalculatorCoreTests

{

[TestFixture]

public class CalculatorTests

{

private Calculator \_calc;

[SetUp]

public void SetUp() => \_calc = new Calculator();

[TearDown]

public void TearDown() => \_calc = null;

[TestCase(5, 3, 8)]

[TestCase(-1, -2, -3)]

[TestCase(100, 200, 300)]

public void Add\_ReturnsExpectedSum(int a, int b, int expected)

{

var result = \_calc.Add(a, b);

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

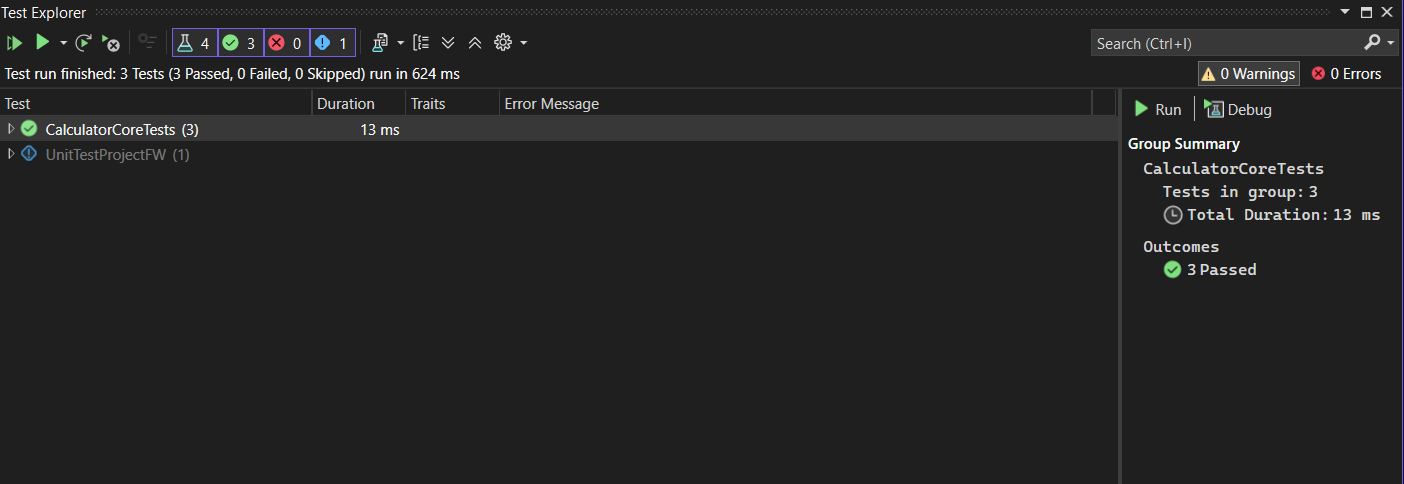
}

}

}

**All necessary References have been made and Extensions have been installed.**

**OUTPUT :-**

****