**5.2. Case Iteration 3: Bag**

**I’ve fixed the mistake in inventory full description function**

**Inventory File**

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace SwinAdventure  {  public class Inventory  {  private List<Item> \_items = new List<Item>();  public Inventory()  {  }  public string ItemList  {  get  {  string list = "";  foreach (Item item in \_items)  {  list += "\t " + item.ShortDescription + "\n";  }  return list;  }  }  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? Take(string id)  {  foreach (Item item in \_items)  {  if (item.AreYou(id))  {  \_items.Remove(item);  return item;  }  }  return null;  }  public Item? Fetch(string id)  {  foreach (Item item in \_items)  {  if (item.AreYou(id))  {  return item;  }  }  return null;  }  }  } |

**Bag File**

|  |
| --- |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using static SwinAdventure.LookCommand;  namespace SwinAdventure  {  public class Bag : Item, IHaveInventory  {  private Inventory \_inventory = new Inventory();  public Bag(string[] idents, string name, string desc) : base(idents, name, desc)  {  }  public Item? Locate(string id)  {  if (AreYou(id))  {  return this;  }  else  return \_inventory.Fetch(id);  }  public override string FullDescription  {  get  {  return "In the " + Name + " you can see:\n" + \_inventory.ItemList;  }  }  public Inventory Inventory  {  get  {  return \_inventory;  }  }  GameObject? IHaveInventory.Locate(string id)  {  return Locate(id);  }  string IHaveInventory.Name  {  get  {  return Name;  }  }  }  } |

**Unit Test File**

|  |
| --- |
| using SwinAdventure;  namespace TestQueue  {  public class Tests  {  Item item1 = new Item(new string[] { "sword" }, "sword", "a sword");  Item item2 = new Item(new string[] { "shield" }, "shield", "a shield");  Item item3 = new Item(new string[] { "shiba" }, "shiba", "a shiba");  Item item4 = new Item(new string[] { "gem" }, "gem", "a gem");  [SetUp]  public void Setup()  {  }  // Test the Item class  [Test]  public void ItemIdentifiable()  {  Assert.IsTrue(item1.AreYou("sword"));  }  [Test]  public void ShortDescription()  {  Assert.That(item1.ShortDescription, Is.EqualTo("sword (sword)"));  }  [Test]  public void FullDescription()  {  Assert.That(item1.FullDescription, Is.EqualTo("a sword"));  }  // Test the Inventory class  [Test]  public void FindItem()  {  Inventory inventory = new Inventory();  inventory.Put(item1);  Assert.IsTrue(inventory.HasItem("sword"));  }  [Test]  public void NoItem()  {  Inventory inventory = new Inventory();  Assert.IsFalse(inventory.HasItem("sword"));  }  [Test]  public void FetchItem()  {  Inventory inventory = new Inventory();  inventory.Put(item1);  Assert.That(item1, Is.EqualTo(inventory.Fetch("sword")));  Assert.IsTrue(inventory.HasItem("sword"));  }  [Test]  public void TakeItem()  {  Inventory inventory = new Inventory();  inventory.Put(item1);  Assert.That(item1, Is.EqualTo(inventory.Take("sword")));  Assert.IsFalse(inventory.HasItem("sword"));  }  [Test]  public void ItemList()  {  Inventory inventory = new Inventory();  inventory.Put(item1);  inventory.Put(item2);  //the list string below is the expected output, consisting of every item in the following format: name ( first id)  Assert.That(inventory.ItemList, Is.EqualTo("\t sword (sword)\n\t shield (shield)\n"));  }  // Test the Player class  [Test]  public void PlayerIdentifiable()  {  Player player = new Player("Tan", "A player");  Assert.IsTrue(player.AreYou("me"));  Assert.IsTrue(player.AreYou("inventory"));  }  [Test]  public void PlayerLocate()  {  Player player = new Player("Tan", "A player");  player.Inventory.Put(item1);  Assert.That(item1, Is.EqualTo(player.Locate("sword")));  }  [Test]  public void PlayerLocateItself()  {  Player player = new Player("Tan", "A player");  Assert.That(player, Is.EqualTo(player.Locate("me")));  Assert.That(player, Is.EqualTo(player.Locate("inventory")));  }  [Test]  public void PlayerLocateNothing()  {  Player player = new Player("Tan", "A player");  Assert.That(player.Locate("sword"), Is.Null);  }  [Test]  public void PlayerFullDescription()  {  Player player = new Player("Tan", "A player");  player.Inventory.Put(item1);  player.Inventory.Put(item2);  //the list string below is the expected output, consisting of every item in the following format: name ( first id)  Assert.That(player.FullDescription, Is.EqualTo("You are Tan A player\nYou are carrying:\n\t sword (sword)\n\t shield (shield)\n"));  }  //Test the Bag class  [Test]  public void BagLocate()  {  Bag backpack = new Bag(new string[] { "backpack" }, "backpack", "a backpack");  backpack.Inventory.Put(item1);  backpack.Inventory.Put(item2);  backpack.Inventory.Put(item3);  //ask to return item and item stays in backpack  Assert.That(item3, Is.EqualTo(backpack.Locate("shiba")));  Assert.IsTrue(backpack.Inventory.HasItem("shiba"));  }  [Test]  public void BagLocatesItself()  {  Bag backpack = new Bag(new string[] { "backpack" }, "backpack", "a backpack");  Assert.That(backpack, Is.EqualTo(backpack.Locate("backpack")));  }  [Test]  public void BagLocateNothing()  {  Bag backpack = new Bag(new string[] { "backpack" }, "backpack", "a backpack");  Assert.That(backpack.Locate("sword"), Is.Null);  }  [Test]  public void BagFullDescription()  {  Bag backpack = new Bag(new string[] { "backpack" }, "backpack", "a backpack");  backpack.Inventory.Put(item1);  backpack.Inventory.Put(item2);  backpack.Inventory.Put(item3);  //the list string below is the expected output, consisting of every item in the following format: name ( first id)  Assert.That(backpack.FullDescription, Is.EqualTo("In the backpack you can see:\n\t sword (sword)\n\t shield (shield)\n\t shiba (shiba)\n"));  }  [Test]  public void BagInBag()  {  Bag backpack = new Bag(new string[] { "backpack" }, "backpack", "a backpack");  Bag satchel = new Bag(new string[] { "satchel" }, "satchel", "a satchel");  backpack.Inventory.Put(satchel);  Assert.That(satchel, Is.EqualTo(backpack.Locate("satchel")));  } |

All Tests Passed:

