**.2:**

MyMath.cs

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp11

{

public class MyMath

{

public int Add(int a,int b)

{

return a + b;

}

public int Sub(int a, int b)

{

return a - b;

}

public int Mul(int a, int b)

{

return a \* b;

}

public int Div(int a, int b)

{

return a / b;

}

}

}

MyTestCase.cs

using NUnit.Framework;

using System;

using System.Collections.Generic;

using System.Text;

namespace ConsoleApp11

{

[TestFixture]

class MyTestCase

{

[TestCase]

public void Add()

{

MyMath math = new MyMath();

Assert.AreEqual(31, math.Add(20, 11));

}

[TestCase]

public void Sub()

{

MyMath math = new MyMath();

Assert.AreEqual(31, math.Add(20, 11));

}

}

}