```csharp
1   using System;
2   using Structures;
3   using static Structures.Tests;
4
5   class Tests {
6       static void Main() {
7           if (VectorTest()) Console.WriteLine("Vector test complete");
8           else Console.WriteLine("Vector test failed");
9           if (MatrixTest()) Console.WriteLine("Matrix test complete");
10          else Console.WriteLine("Matrix test failed");
11          if (BodyTest()) Console.WriteLine("Body test complete");
12          else Console.WriteLine("Body test failed");
13          if (PlanetarySystemTest()) Console.WriteLine("Planetary system test
    complete");
14          else Console.WriteLine("Planetary system test failed");
15      }
16  }
```