

Practical No.2: Creating A Unit Test Application

Q.1 How to create a NUnit Test Application

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));  
}
```

```
}
```

```
}
```