# Lab: Unit Testing

Problems for exercises and homework for the ["C# OOP" course @ SoftUni"](https://softuni.bg/trainings/3008/csharp-oop-october-2020).

## Part I: Unit Testing Basics

### Test Axe

Load provided solution in Visual Studio. Add new project **Tests**

Create a class AxeTests

Create the following tests:

* Test if weapon loses durability after each attack
* Test attacking with a broken weapon

#### Solution



## Test Dummy

Create a class DummyTests

Create the following tests:

* Dummy loses health if attacked
* Dead Dummy throws exception if attacked
* Dead Dummy can give XP
* Alive Dummy can't give XP

### Hints

Follow the logic of the previous problem