using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assignment1

{

internal class Calculator

{

public double Add(double x, double y)

{

return x + y;

}

public double Subtract(double x, double y)

{

return x - y;

}

public double Mul(double x, double y)

{

return x \* y;

}

public double Div(double x, double y)

{

if (y == 0)

throw new DivideByZeroException("Cannot divide by zero.");

return x / y;

}

}

}

using Assignment1;

namespace TestAsg

{

public class Tests

{

[Test]

public void TestAdd()

{

Calculator test = new Calculator();

int result = (int)test.Add(1, 2);

Assert.AreEqual(3, result);

}

[Test]

public void TestSubtract()

{

Calculator test = new Calculator();

int result = (int)test.Subtract(5, 2);

Assert.AreEqual(3, result);

}

[Test]

public void TestMul()

{

Calculator test = new Calculator();

int result = (int)test.Mul(5, 2);

Assert.AreEqual(10, result);

}

[Test]

public void TestDivision()

{

Calculator test = new Calculator();

Assert.Catch<DivideByZeroException>(() => test.Div(10, 0));

}

}

}