# Make A Basic Unit Test Pass

**The goal for this exercise** is to make sure that you can get a really basic unit test to pass. The focus of this exercise should be on understanding the NUnit testing framework, more than on the code that you’re unit testing

In the starter project, in the file named PCE\_Tests\_To\_Run.cs, you should find a class named Basic\_Unit\_Test. Your task for this exercise is to make all the tests in this class pass (there may be only one test).

Starting with this exercise, you should NOT modify the test. If you think that there’s an error in the test, you should post something to the Google Group, and/or notify the instructor.

Instead, you should make this test pass by changing the code that is being tested, so that the test**ed** code does the right thing. You can find the tested code in the starter project, in the file named Student\_Answers.cs, you should find a class named **Calculator\_Class**. In that class, most of the ‘Triple’ method is provided. You need to make sure that this method actually does return a value that is triple (three times as much) as the parameter.

You’re free to change the Triple method however you like; you should NOT change the test.

**What you need to do for this exercise:**

1. Make sure that all the tests in the Basic\_Unit\_Test class pass.

	1. You are only allowed to modify the code in the Calculator\_Class,
	NOT the code in the Basic\_Unit\_Test class.
	2. Note that the Basic\_Unit\_Test class contains only a single test,
	which tests only the Triple method.

		1. The Calculator\_Class contains other methods which are NOT tested in this exercise (but may be used in future exercises). You do NOT need to do anything to these other methods in this exercise.