# Make The Failing Tests Pass

**The goal for this exercise** is to make sure that you understand how the Assert.That statement works. Keep in mind that you should never have to fix any tests (like you’re going to do here), but it’s still good for you to understand how this works, in case there’s an error in any of the provided unit tests.

In the starter project, in the file named Student\_Answers.cs, you should find a class named **NUnit\_Tests\_Fix\_Tests**.

 You need to ‘fix’ all the tests, so that they all pass. ***Unlike every other NUnit-based exercise, you should do this by changing the tests themselves. You’re doing this, here, so that you understand how the tests work, and NOT because you’re expected to solve problems like this in the future ☺***

(Notice that these tests, unlike all the other tests, are in the ‘Student\_Answers.cs’ file – the same file where you put the rest of your work)

For example, when you run the following code:

public void Exercise\_1()

{

 Assert.That(false, "This message will be displayed when the test fails");

}

The test will fail. If you change it to:

public void Exercise\_1()

{

 Assert.That(**true**, "This message will be displayed when the test fails");

}

Then the test will pass.

Note that the goal of these exercises is to get a feel for how the tests work – while it’s possible to make everything pass simply by writing “Assert.That(**true**, "blah blah etc””, you should instead look to ‘fix’ the test in a way that takes advantage of the provided structure.

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

1. In the NUnit\_Tests\_Fix\_Tests class, modify the tests so that they all pass. While you’re free to do this in any way you want, see if you can accomplish this by building on the provided code.
	1. Make sure to turn in the Student\_Answers.cs file with this week’s work