

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

Case Study - Iteration 5 - Tying it Together

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```
1 namespace Iteration2
2 {
3     class MainClass
4     {
5         public static void Main(string[] args)
6         {
7             string name;
8             string desc;
9             Player player;
10            Console.WriteLine("Enter your name:");
11            name = Console.ReadLine();
12            Console.WriteLine("Enter your description:");
13            desc = Console.ReadLine();
14            player = new Player(name, desc);
15            Item sword= new Item(new string[] { "pistol"}, "50 cal pistol", "This is
↵ a 50cal pistol");
16            Item stool = new Item(new string[] { "stool" }, "50cm stool", "This is a
↵ stool");
17            Item gem = new Item(new string[] { "gem" }, "a gem", "a bright red
↵ crystal");
18            Bag bag = new Bag(new string[] { "bag" }, "bag", "This is a expensive
↵ bag");
19            player.Inventory.Put(stool);
20            player.Inventory.Put(bag);
21            player.Inventory.Put(sword);
22            bag.Inventory.Put(gem);
23            bool quit = false;
24            string cmd;
25            LookCommand look = new LookCommand();
26            while (!quit)
27            {
28                Console.WriteLine("Enter a command:");
29                cmd = Console.ReadLine();
30                if (cmd == "quit")
31                {
32                    quit = true;
33                }
34                else
35                {
36                    Console.WriteLine(look.Execute(player, cmd.Split(' ')));
37                }
38            }
39        }
40    }
41 }
```

