Swinburne University of Technology

COS20007 Object Oriented Programming

7.1P - Case Study - Iteration 5 - Tying it Together

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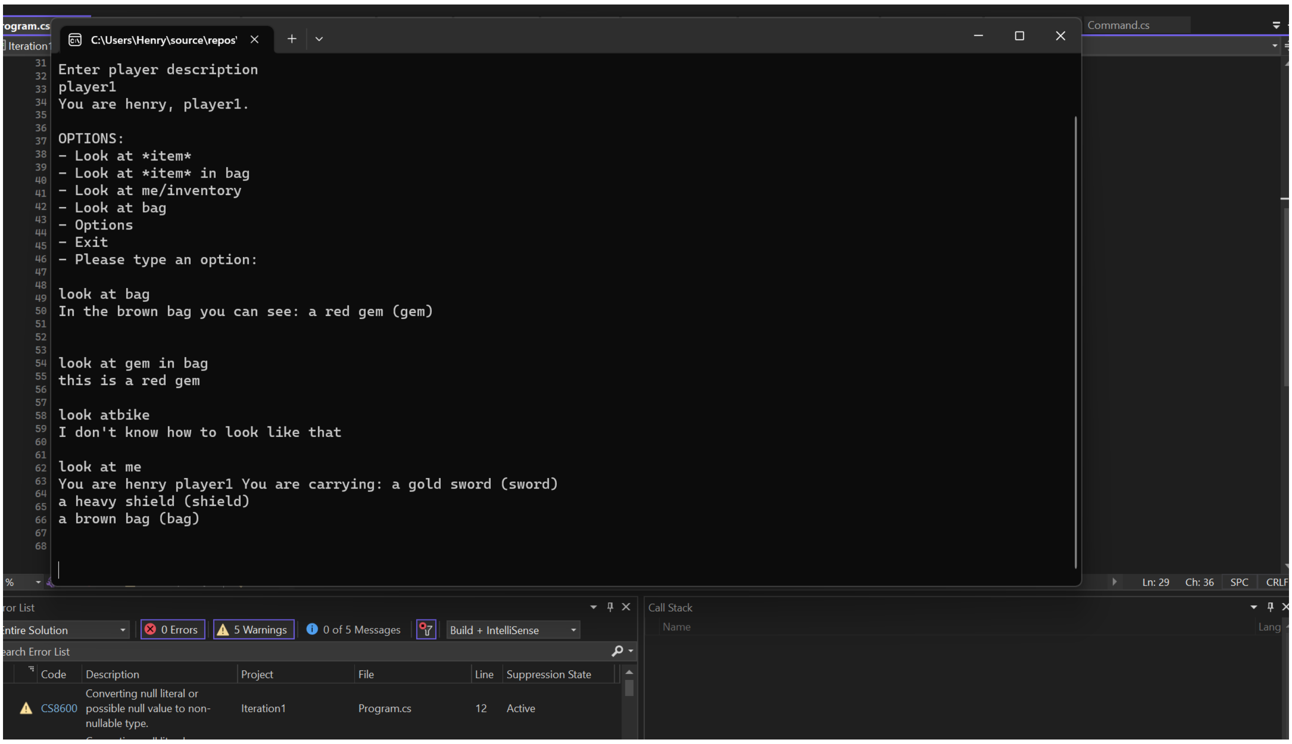
```csharp
using System;

namespace Iteration1
{
    public class Program
    {

        static void Main()
        {

            Console.WriteLine("Enter player name:");
            string name = Console.ReadLine();

            Console.WriteLine("\nEnter player description");
            string desc = Console.ReadLine();

            Console.WriteLine($"You are {name}, {desc}.");

            Player player = new Player(name, desc);

            Item shield = new Item(new string[] {"Shield"}, "heavy shield","this is a heavy shield");
            Item sword = new Item(new string[] {"Sword"},"gold sword", "this is a gold sword");
            Bag bag = new Bag(new string[] { "Bag" }, "brown bag", "this is a brown bag");
            Item gem = new Item(new string[] {"Gem"}, "red gem", "this is a red gem");

            player.Inventory.Put(sword);
            player.Inventory.Put(shield);
            player.Inventory.Put(bag);
            bag.Inventory.Put(gem);

            string options = ("\nOPTIONS:" +
                   "\n- Look at *item*" +
                   "\n- Look at *item* in bag" +
                   "\n- Look at me/inventory" +
                   "\n- Look at bag" +
                   "\n- Options" +
                   "\n- Exit" +
                   "\n- Please type an option:\n");
            Console.WriteLine(options);

            string input = "";

            while (input != "exit")
            {
                input = Console.ReadLine().ToLower();
                string[] choice = input.Split(" ");


                Look_Command look;
                look = new Look_Command();


                if (input == "exit")
                {
                    Console.WriteLine("\nGame Over.");
                }

                if (input == "options")
                {
                    Console.WriteLine(options);
                }

                Console.WriteLine(look.Execute(player, choice)+ "\n");
            }

        }
    }
}
```



```
Enter player description
player1
You are henry, player1.

OPTIONS:
- Look at *item*
- Look at *item* in bag
- Look at me/inventory
- Look at bag
- Options
- Exit
- Please type an option:

look at bag
In the brown bag you can see: a red gem (gem)


look at gem in bag
this is a red gem

look atbike
I don't know how to look like that

look at me
You are henry player1 You are carrying: a gold sword (sword)
a heavy shield (shield)
a brown bag (bag)
```

Code	Description	Project	File	Line	Suppression State
CS8600	Converting null literal or possible null value to non-nullable type.	Iteration1	Program.cs	12	Active