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...

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1 contributor

81 lines (68 sloc) | 2.16 KB

...

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace SwinAdventure
8  {
9      public class LookCommand : Command
10     {
11         public LookCommand() : base(new string[] { "look" })
12         {
13
14         }
15
16         ///! A series of checks which run when the look command is used
17         ///! Returns the same as LookAtIn
18         public override string Execute(Player player, string[] text)
19         {
20             IHaveInventory container;
21             string thingId;
22
23             if (text.Length != 3 && text.Length != 5)
24             {
25                 return "I don't know how to look for that.";
26             }
27
28             if (text[0] != "look")
29             {
30                 return "Error in look input";
31             }
32         }
33     }
```

```
33     if (text[1] != "at")
34     {
35         return "What do you want to look at?";
36     }
37
38     if (text.Length == 5 && text[3] != "in")
39     {
40         return "What do you want to look in?";
41     }
42
43
44     if (text.Length == 3)
45     {
46         container = player;
47     }
48     else
49     {
50         container = FetchContainer(player, text[4]);
51     }
52
53     if (container == null)
54     {
55         return $"I can't find the {text[4]}";
56     }
57
58     thingId = text[2];
59     return LookAtIn(thingId, container);
60 }
61
62 //! Grabs a container based on a string
63 private IHaveInventory FetchContainer(Player player, string containerId)
64 {
65     return player.Locate(containerId) as IHaveInventory;
66 }
67
68 //! checks if the thing requested exists inside a container, if so return it's full des
69 private string LookAtIn(string thingId, IHaveInventory container)
70 {
71     if(container.Locate(thingId) == null)
72     {
73         return $"I can't find the {thingId}";
74     }
75     else
76     {
77         return container.Locate(thingId).FullDescription;
78     }
79 }
80 }
81 }
```