

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _9._2C
8 {
9     public class LookCommand : Command
10    {
11        public LookCommand () : base(new string[] {"look"})
12        {
13        }
14
15        public override string Execute(Player p, string[] text)
16        {
17            if (text.Length != 3 && text.Length != 5)
18            {
19                return "I don't know how to look like that";
20            }
21
22            if (text[0] != "look")
23            {
24                return "Error in look input";
25            }
26
27            if (text[1] != "at")
28            {
29                return "What do you want to look at?";
30            }
31
32            if (text.Length == 5 && text[3] != "in")
33            {
34                return "What do you want to look in?";
35            }
36
37            IHaveInventory container;
38            if (text.Length == 3)
39            {
40
41                container = FetchContainer(p, "inventory");
42            }
43
44            else
45            {
46
47                container = FetchContainer(p, text[4]);
48                if (container == null)
49                {
50                    return $"I cannot find the {text[4]}";
51                }
52            }
53
```

```
54         // Step 7: The item id is the 3rd word
55         string itemId = text[2];
56         return LookAtIn(itemId, container);
57
58     }
59     public IHaveInventory FetchContainer(Player p, string containerId)
60     {
61         if (containerId.ToLower() == "inventory")
62         {
63             return p;
64         }
65
66         GameObject obj = p.Locate(containerId);
67         if (obj is IHaveInventory)
68         {
69             return (IHaveInventory)obj; //container is bag(?)
70         }
71         return null;
72     }
73
74     public string LookAtIn(string itemId, IHaveInventory container)
75     {
76         // Try to locate the item within the specified container
77         GameObject item = container.Locate(itemId);
78         if (item == null)
79         {
80             return $"I cannot find the {itemId} in {container.Name}";
81         }
82         ////
83
84         // Return the item's full description if found
85         return item.FullDescription;
86     }
87 }
88 }
89
```