```
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 Program
10     {
11         public static void Main(string[] args)
12         {
13             /**
14             Console.WriteLine("Enter your name: ");
15             string playerName = Console.ReadLine();
16             Console.WriteLine("Enter your description: ");
17             string playerDescription = Console.ReadLine();
18             Player player = new Player(playerName, playerDescription);
19
20             Item sword = new Item(new string[] {"sword"}, "Excalibur",
                 "a strong sword");
21             Item shield = new Item(new string[] {"shield"}, "Aegis", "a
                 strong shield");
22
23             player.Inventory.Put(sword);
24             player.Inventory.Put(shield);
25
26             Bag backpack = new Bag(new string[] { "backpack" },
                 "Adidas", "a big backpack");
27             player.Inventory.Put(backpack);
28             Item gem = new Item(new string[] { "gem" }, "Ruby", "a rare
                 gem");
29             backpack.Inventory.Put(gem);
30
31             /////
32             LookCommand lookCommand = new LookCommand();
33             while (true)
34             {
35                 Console.Write("What do you want to look at?: ");
36                 string input = Console.ReadLine();
37                 string[] commandWords = input.Split(' ');
38                 string result = lookCommand.Execute(player,
                     commandWords);
39                 Console.WriteLine(result);
40             }
41             **/
42
43             Location mountain1 = new Location(new string[]
                 { "mountain1" }, "Mountain 1", "first mountain");
44             Location mountain2 = new Location(new string[]
                 { "mountain2" }, "Mountain 2", "second mountain");
45             Item sword = new Item(new string[] { "sword" }, "Excalibur",
                  "a strong sword");
```

```
46              mountain1.Inventory.Put(sword);
47
48
49              Paths pathToMountain1 = new Paths(new string[] { "west" },
                  "Journey to the West", "path leading West", mountain1);
50              Paths pathToMountain2 = new Paths(new string[] { "east" },
                  "Journey to the East", "path leading East", mountain2);
51
52              mountain1.AddPath(pathToMountain2);
53              mountain2.AddPath(pathToMountain1);
54
55              Player player = new Player("Wukong", "The monkey");
56              player.Location = mountain1;
57              player.Location = mountain2;
58
59              MoveCommand moveCommand = new MoveCommand();
60              while (true)
61              {
62                  Console.WriteLine(player.Location.FullDescription);
63                  Console.Write("Enter command: ");
64                  string input = Console.ReadLine();
65                  string[] commandWords = input.Split(' '); //split into
                      [0] and [1]
66                  string result = moveCommand.Execute(player,
                      commandWords);
67                  Console.WriteLine(result);
68              }
69
70          }
71      }
72  }
73
```