```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace _6._1P
8  {
9      public abstract class Command : IdentifiableObject //base class for
           other classes, cannot create an object
10     {
11         private string[] _ids;
12         public Command(string[] ids) : base(ids)
13         {
14             _ids = ids;
15         }
16
17         public abstract string Execute(Player p, string[] text); //
              define without implementation
18
19
20
21     }
22 }
23
```