

```
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 MoveCommand : Command
10    {
11        public MoveCommand() : base(new string[] { "move", "head", "go",
12            "leave" })
13        { }
14
15        public override string Execute(Player p, string[] text)
16        {
17            if (text.Length != 2)
18            {
19                return "I don't know how to move like that!";
20            }
21
22            if (!(new string[] { "move", "go", "head",
23                "leave" }).Contains(text.ElementAt(0))) //If not those
24                words, ask again
25            {
26                return "Where would you like to move?";
27            }
28
29            string direction = text[1];
30
31            Paths path = p.Location.GetPath(direction);
32            if (path == null)
33            {
34                return $"There is no path to the {direction}.";
35            }
36            path.MovePlayer(p);
37            return $"You move {direction} to {p.Location.Name}.";
38        }
39    }
40 }
```