

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _10._1C
8 {
9     public class CommandProcessor
10    {
11        private List<Command> _commands;
12
13
14        public CommandProcessor()
15        {
16            _commands = new List<Command>();
17            _commands.Add(new LookCommand());
18            _commands.Add(new MoveCommand());
19        }
20
21        public string ExecuteCommand(string commandText, Player player)
22        {
23            if (string.IsNullOrEmpty(commandText))
24            {
25                return "Invalid command.";
26            }
27
28
29            string[] commandWords = commandText.Split(' ',
30                StringSplitOptions.RemoveEmptyEntries); // Split the input
31                into words
32
33            if (commandWords.Length == 0)
34            {
35                return "Invalid command.";
36            }
37
38            string commandKeyword = commandWords[0].ToLower();
39
40            foreach (var command in _commands)
41            {
42                if (command.AreYou(commandKeyword))
43                {
44                    return command.Execute(player, commandWords);
45                }
46            }
47
48            return $"Unknown command: {commandKeyword}";
49        }
50    }
51 }
```