

```
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 abstract class Command : IdentifiableObject //base class for ↗
10         other classes, cannot create an object
11     {
12         private string[] _ids;
13         public Command(string[] ids) : base(ids)
14         {
15             _ids = ids;
16         }
17         public abstract string Execute(Player p, string[] text); // ↗
18             define without implementation
19
20
21     }
22 }
23
```