

SWINBURNE UNIVERSITY OF TECHNOLOGY

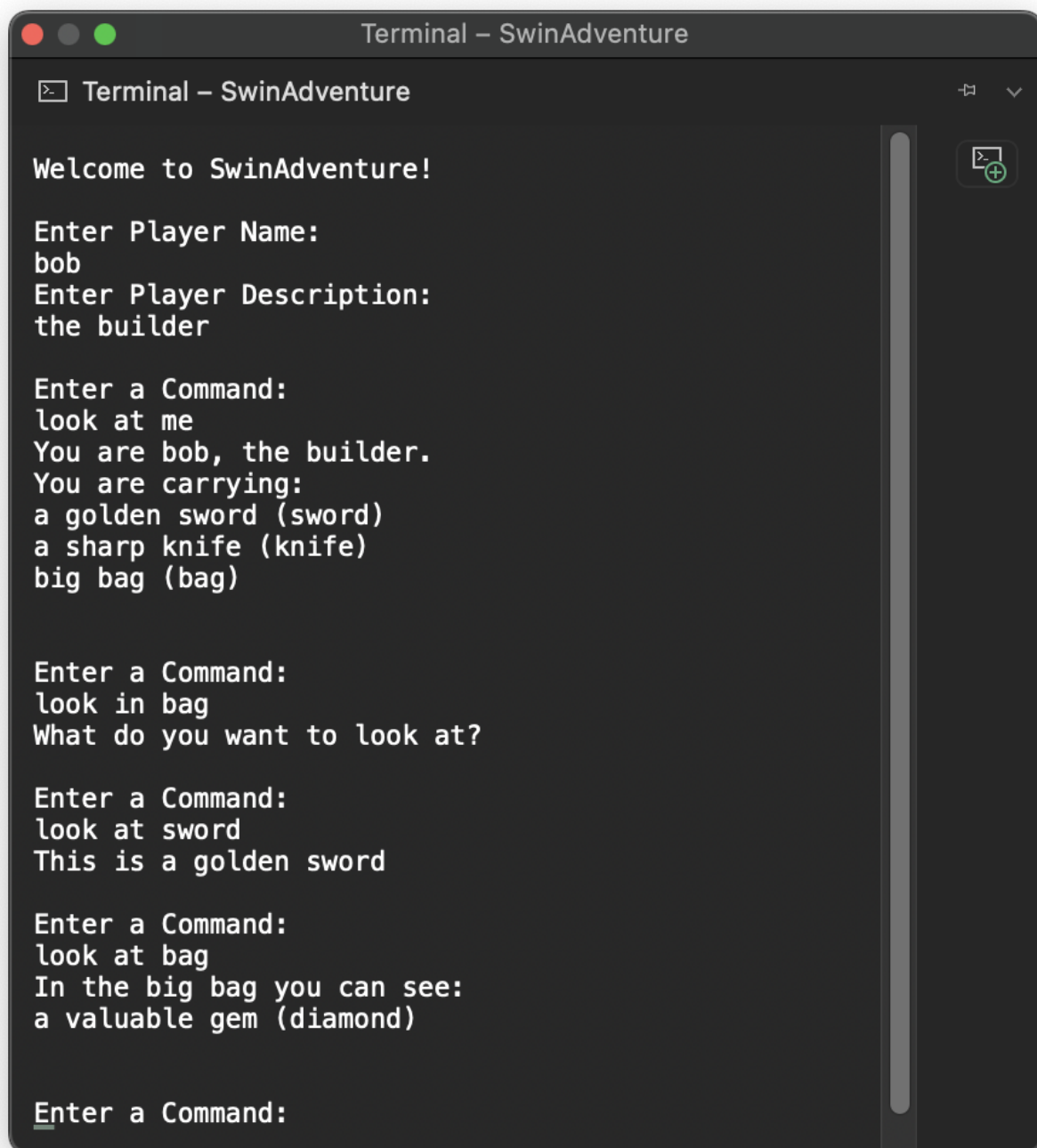
COS20007 OBJECT ORIENTED PROGRAMMING

7.1P - Case Study - Iteration 5 - Tying it Together

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```
1 namespace SwinAdventure
2 {
3     class MainClass
4     {
5         public static void Main(string[] args)
6         {
7             string name;
8             string desc;
9             Player player;
10
11             Console.WriteLine("Welcome to SwinAdventure!");
12
13             Console.WriteLine("\nEnter Player Name:");
14             name = Console.ReadLine();
15             Console.WriteLine("Enter Player Description:");
16             desc = Console.ReadLine();
17
18             player = new Player(name, desc);
19
20             Item sword = new Item(new string[] { "Sword" }, "a golden sword", "This
↪ is a golden sword");
21             Item knife = new Item(new string[] { "Knife" }, "a sharp knife", "This
↪ is a sharp knife");
22             Item gem = new Item(new string[] { "Diamond" }, "a valuable gem", "This
↪ is an expensive item");
23
24             Bag bag = new Bag(new string[] { "Bag" }, "big bag", "This is a big
↪ bag");
25
26             player.Inventory.Put(sword);
27             player.Inventory.Put(knife);
28             player.Inventory.Put(bag);
29             bag.Inventory.Put(gem);
30
31             bool quit = false;
32             string cmd;
33             LookCommand look = new LookCommand();
34
35             while (!quit)
36             {
37                 Console.WriteLine("\nEnter a Command:");
38                 cmd = Console.ReadLine();
39
40                 if (cmd == "quit")
41                 {
42                     quit = true;
43                 }
44                 else
45                 {
46                     Console.WriteLine(look.Execute(player, cmd.Split()));
47                 }
48             }
49         }
50     }
51 }
```

```
50     }  
51 }
```



```
Terminal - SwinAdventure

Welcome to SwinAdventure!

Enter Player Name:
bob
Enter Player Description:
the builder

Enter a Command:
look at me
You are bob, the builder.
You are carrying:
a golden sword (sword)
a sharp knife (knife)
big bag (bag)

Enter a Command:
look in bag
What do you want to look at?

Enter a Command:
look at sword
This is a golden sword

Enter a Command:
look at bag
In the big bag you can see:
a valuable gem (diamond)

Enter a Command:
```