

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace IdentifiableObject
8 {
9     public abstract class Command:IdentifiableObject
10    {
11        public Command(string[] ids):base(ids)
12        {
13
14        }
15
16        public abstract string Execute(Player p, string[] text);
17    }
18 }
19
```