

```
1 using IdentifiableObject;
2 using System;
3
4 class Program
5 {
6     static void Main(string[] args)
7     {
8         string player_name, player_desc;
9         Player player;
10        Bag player_bag=new Bag(new string[]{"bag"}, "Thang's bag", "bag
            number 104776473");
11        Command command = new LookCommand();
12        Locations guild = new Locations("Guild", "This is the city's
            guild");
13
14        Console.WriteLine("Please enter your name: ");
15        player_name = Console.ReadLine();
16        Console.WriteLine("Please enter your description: ");
17        player_desc = Console.ReadLine();
18
19        player = new Player(player_name, player_desc);
20
21        Item shield = new Item(new string[] { "shield" }, "a shield",
            "Shield level 1");
22        Item shovel = new Item(new string[] { "shovel" }, "a shovel",
            "Shovel level 2");
23
24        player.Inventory.Put(shield);
25        player.Inventory.Put(shovel);
26
27        player.Inventory.Put(player_bag);
28
29        Item blanket = new Item(new string[] { "blanket" }, "a blanket",
            "winter blanket");
30        player_bag.Inventory.Put(blanket);
31
32        player.Location = guild;
33
34        Item sword = new Item(new string[] { "sword" }, "a sword", "Sword
            level 10");
35        Item staff = new Item(new string[] { "staff" }, "a staff", "Staff
            level 20");
36        guild.ItemInLocation.Put(sword);
37        guild.ItemInLocation.Put(staff);
38
39        while (true)
40        {
41            Console.WriteLine("Orders: ");
42            string user_input = Console.ReadLine();
```

```
43
44         Console.WriteLine(command.Execute(player, user_input.Split()));
45
46     }
47 }
48 }
```