

```
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 CommandHandler();
12        Locations guild = new Locations("Guild", "This is the city's
            guild");
13
14        Locations shop = new Locations("equipment shop", "place to sell
            tools");
15        IdentifiableObject.Path guild_to_shop = new IdentifiableObject.Path
            (new string[] { "south" }, "Guild's Door", "Cross through the
            door", guild, shop);
16        IdentifiableObject.Path shop_to_guild = new IdentifiableObject.Path
            (new string[] { "north" }, "Shop's Door", "Cross through the
            door", shop, guild);
17        guild.AddPath(guild_to_shop);
18        shop.AddPath(shop_to_guild);
19
20        Console.WriteLine("Please enter your name: ");
21        player_name = Console.ReadLine();
22        Console.WriteLine("Please enter your description: ");
23        player_desc = Console.ReadLine();
24
25        player = new Player(player_name, player_desc);
26
27        Item shield = new Item(new string[] { "shield" }, "a shield",
            "Shield level 1");
28        Item shovel = new Item(new string[] { "shovel" }, "a shovel",
            "Shovel level 2");
29
30        player.Inventory.Put(shield);
31        player.Inventory.Put(shovel);
32
33        player.Inventory.Put(player_bag);
34
35        Item blanket = new Item(new string[] { "blanket" }, "a blanket",
            "winter blanket");
36        player_bag.Inventory.Put(blanket);
37
38        player.Location = guild;
39
```

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40      Item sword = new Item(new string[] { "sword" }, "a sword", "Sword ↗  
      level 10");  
41      Item staff = new Item(new string[] { "staff" }, "a staff", "Staff ↗  
      level 20");  
42      guild.ItemInLocation.Put(sword);  
43      guild.ItemInLocation.Put(staff);  
44  
45      Bag b2= new Bag(new string[]{ "b2"}, "bag2", "bag number 2");  
46      player_bag.Inventory.Put(b2);  
47  
48  
49      while (true)  
50      {  
51          Console.Write("Orders: ");  
52          string user_input = Console.ReadLine();  
53  
54          Console.WriteLine(command.Execute(player, user_input.Split()));  
55  
56      }  
57  }  
58 }
```