```csharp
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 class CommandHandler:Command
10     {
11         List<Command> _commands;
12
13         public CommandHandler() : base(new string[] { "command" })
14         {
15             _commands = new List<Command>();
16             _commands.Add(new LookCommand());
17             _commands.Add(new MoveCommand());
18         }
19
20         public override string Execute(Player p, string[] text)
21         {
22             foreach (Command c in _commands)
23             {
24                 if (c.AreYou(text[0].ToLower()))
25                 {
26                     return c.Execute(p, text);
27                 }
28             }
29             return "Your command is wrong";
30         }
31     }
32 }
33
```