

```
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 MoveCommand:Command
10    {
11        public MoveCommand():base(new string[] {"move"})
12        {
13
14        }
15
16        public override string Execute(Player p, string[] text)
17        {
18
19            if(text.Length==2)
20            {
21                if(text[0].ToLower()=="move")
22                {
23                    GameObject path = p.Location.Locate(text[1]);
24                    if(path!=null)
25                    {
26                        if(path is not Path _path)
27                        {
28                            return "Can't find the " + path.Name;
29                        }
30                        else
31                        {
32                            p.Move((Path)path);
33                            return $"You go {path.FirstId}\nWent through
34                                the {path.Name}\nArrived to the {p.Location.Name}";
35                        }
36                    }
37                    else
38                    {
39                        return "There's no path like that";
40                    }
41                }
42                else
43                {
44                    return "Wrong format of the command";
45                }
46            }
47            else
48            {
49                return "I don't know how to move like that.";
50            }
51        }
52    }
53 }
```

```
49         }  
50     }  
51 }  
52 }  
53
```