SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

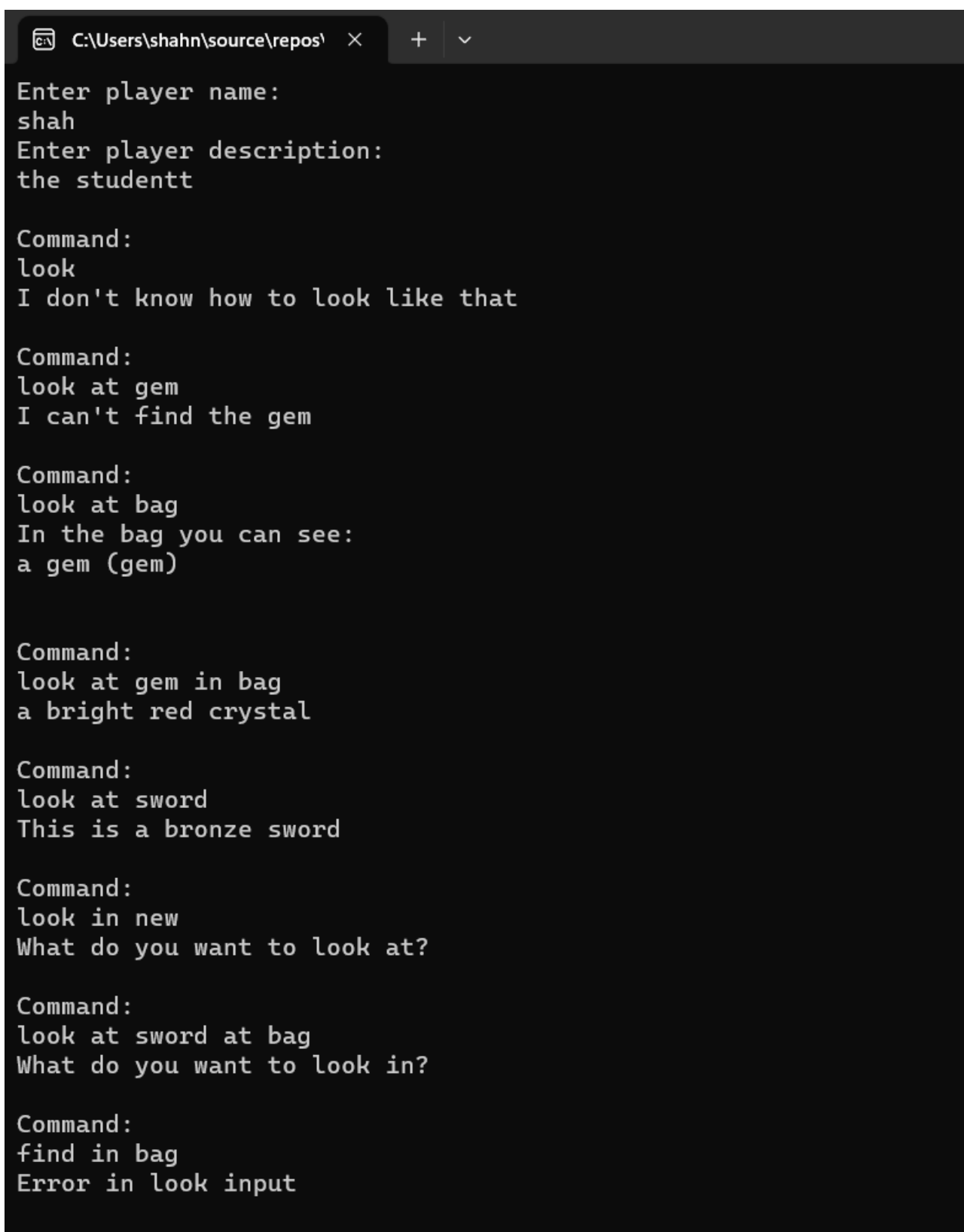# 7.1P - Case Study - Iteration 5 - Tying it Together

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```
1  namespace SwinAdventure
2  {
3      class MainClass
4      {
5
6          public static void Main(string[] args)
7          {
8              //local variables
9              string name;
10             string desc;
11             Player player;
12
13             //setting up player
14             Console.WriteLine("Enter player name:");
15             name = Console.ReadLine();
16             Console.WriteLine("Enter player description:");
17             desc = Console.ReadLine();
18
19             player = new Player(name, desc);
20
21             //setting up items and inventory
22             Item sword = new Item(new string[] { "Sword" }, "a bronze sword", "This
   ↪  is a bronze sword");
23             Item bat = new Item(new string[] { "Bat" }, "a hard bat", "This is a
   ↪  hard bat");
24             Item gem = new Item(new string[] { "gem" }, "a gem", "a bright red
   ↪  crystal");
25
26             Bag bag = new Bag(new string[] { "bag" }, "bag", "This is a good bag");
27
28             player.Inventory.Put(sword);
29             player.Inventory.Put(bat);
30             player.Inventory.Put(bag);
31             bag.Inventory.Put(gem);
32
33             // command loop
34             bool quit = false;
35             string cmd;
36             LookCommand look = new LookCommand();
37
38             while (!quit)
39             {
40                 Console.WriteLine("\nCommand:");
41                 cmd = Console.ReadLine();
42
43                 if (cmd == "quit")
44                 {
45                     quit = true;
46                 }
47                 else
48                 {
49                     Console.WriteLine(look.Execute(player, cmd.Split()));
50                 }
```

```
51                    }
52                }
53            }
54    }
```

```
C:\Users\shahn\source\repos'    ×      +    ∨

Enter player name:
shah
Enter player description:
the studentt

Command:
look
I don't know how to look like that

Command:
look at gem
I can't find the gem

Command:
look at bag
In the bag you can see:
a gem (gem)


Command:
look at gem in bag
a bright red crystal

Command:
look at sword
This is a bronze sword

Command:
look in new
What do you want to look at?

Command:
look at sword at bag
What do you want to look in?

Command:
find in bag
Error in look input
```