Explanation of LookCommand class:

In the Execute method, Two variables are initialized first, itemId (to hold value of item they are looking for), and container (to hold the container they want to look in).

Then the logic for error checks are put in before assigning any variables. These were the error checks:

- Conditional statement to check if the length of the string that the user has inputted is either 3 or 5, if its neither than error message will be the output.
- If string is 3 or 5 in length, it checks if the first string is "look" to ensure the right command is running.
- Then it checks if the second string is "at" since the user needs to look at an item.
- Then it checks if the length is 5 because then the 4th string needs to be "in" since the user needs to look in a container.

Once the input error checks are done, variables are assigned. Here a switch statement is used, if string length is 3 then container is the player since the user will look for x item in player without specifying that in the input. If string length is 5 then fetchContainer method is called by passing in the 5th string as a parameter and using the locate method to check if player has this container in its bag, the object returned has a safe type cast of the interface IHaveInventory to ensure the returned object is a container and not an item, if it is not an inventory or if that inventory does not exist in the player's bag then error is outputted. (Player's locate method is highlighted in another iteration but in brief, it checks if the player has an inventory with that name then returns the inventory using the AreYou method inherited by all identifiable objects).

Lastly, the itemid is assigned to the 3rd string since that should be the item after ensuring all the error checks are in place. After which the lookAtIn method is called by passing the 2 variables as a parameter, and first an error check is put in place if the item does not exist in the inventory/player (in hind sight, it probably would've been better to have that in the execute method as well). If the item exists then the locate method is used again and the full description of the item found is returned.