

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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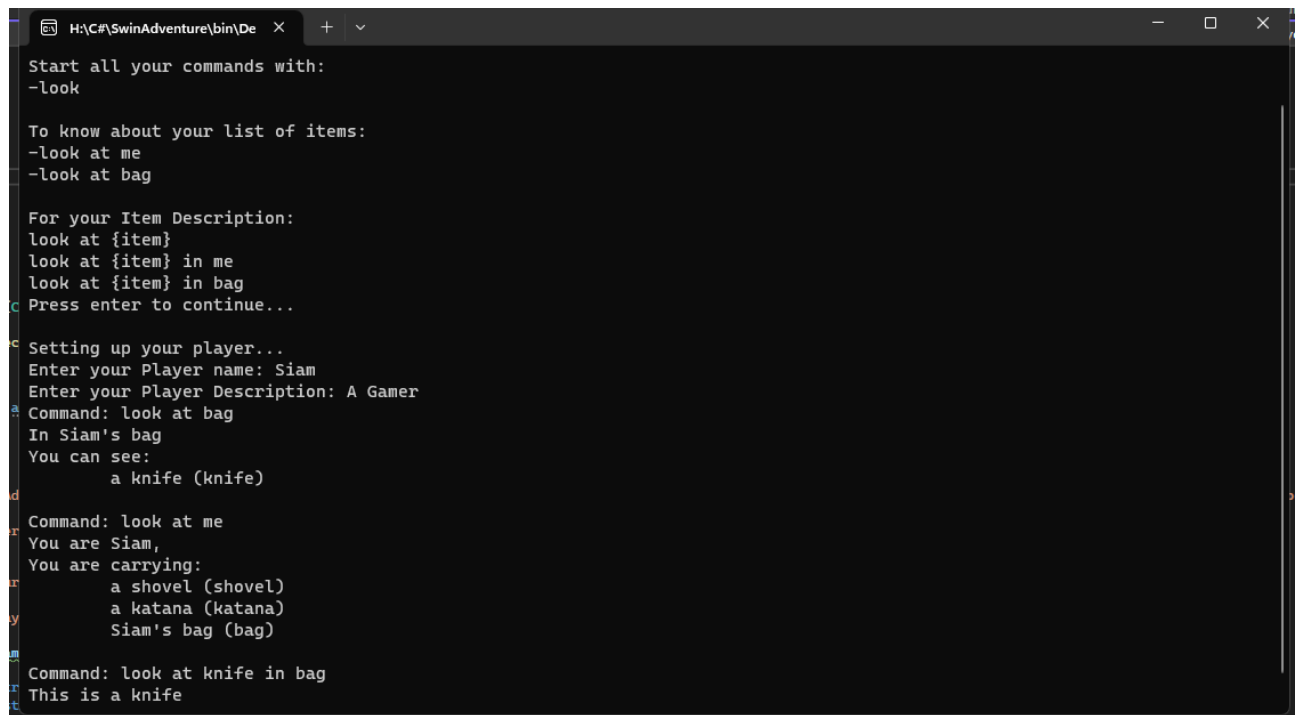
## Case Study - Iteration 5 - Tying it Together

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```
1  using System;
2  using System.Collections.Generic;
3  using System.Collections;
4  using System.Xml.Linq;
5  using SwinAdventure;
6
7
8  namespace SwinAdventure
9  {
10
11     public class Program
12     {
13
14         static void LookCommandExecution(Command command, string input, Player
↵ player)
15         {
16             Console.WriteLine(command.Execute(player, input.Split()));
17         }
18
19         public static void Main(string[] args)
20         {
21             string name, desc;
22
23             String Greetings;
24             Greetings = "Welcome to SwinAdventure!!\n\nStart all your commands
↵ with:\n-look\n\nTo know about your list of items:\n-look at me\n-look at
↵ bag\n\nFor your Item Description:\nlook at {item}\nlook at {item} in me\nlook at
↵ {item} in bag";
25             Console.WriteLine(Greetings);
26             Console.WriteLine("Press enter to continue...");
27             Console.ReadLine();
28
29             Console.Write("Setting up your player...\nEnter your Player name: ");
30             name = Console.ReadLine();
31             Console.Write("Enter your Player Description: ");
32             desc = Console.ReadLine();
33             Player player = new Player(name, desc);
34
35             Item shovel = new Item(new string[] { "shovel" }, "a shovel", "This is a
↵ shovel");
36             Item katana = new Item(new string[] { "katana" }, "a katana", "This is a
↵ katana");
37
38             player.Inventory.Put(shovel);
39             player.Inventory.Put(katana);
40
41             Bag bag = new Bag(new string[] { $"bag" }, $"{player.Name}'s bag", $"This
↵ is {player.Name}'s bag");
42             Item knife = new Item(new string[] { "knife" }, "a knife", "This is a
↵ knife");
43
44             player.Inventory.Put(bag);
45             bag.Inventory.Put(knife);
```

```
46
47     string input;
48     Console.WriteLine("Type quit To Exit the game");
49     Command command = new LookCommand();
50
51     while (true)
52     {
53         Console.Write("Command: ");
54         input = Console.ReadLine();
55         if (input == "quit")
56         {
57             break;
58         }
59         else
60         {
61             LookCommandExecution(command, input, player);
62         }
63     }
64
65 }
66
67
68
69
70 }
71 }
72
```



```
H:\C#\SwinAdventure\bin\De
Start all your commands with:
-look

To know about your list of items:
-look at me
-look at bag

For your Item Description:
look at {item}
look at {item} in me
look at {item} in bag
Press enter to continue...

Setting up your player...
Enter your Player name: Siam
Enter your Player Description: A Gamer
Command: look at bag
In Siam's bag
You can see:
    a knife (knife)

Command: look at me
You are Siam,
You are carrying:
    a shovel (shovel)
    a katana (katana)
    Siam's bag (bag)

Command: look at knife in bag
This is a knife
```