

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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
15         player)
16         {
17             Console.WriteLine(command.Execute(player, input.Split()));
18         }
19
20         public static void Main(string[] args)
21         {
22             string name, desc;
23
24             Message greetings;
25             greetings = new Message("Welcome to SwinAdventure!!\n\nStart all your
26             commands with:\n-look\nTo know about your list of items:\n-look at me\n-look at
27             bag\n\nFor your Item Description:\nlook at {item}\nlook at {item} in me\nlook at
28             {item} in bag");
29             greetings.Print();
30             Console.WriteLine("Press enter to continue...");
31             Console.ReadLine();
32
33             Console.Write("Setting up your player...\nEnter your Player name: ");
34             name = Console.ReadLine();
35             Console.Write("Enter your Player Description: ");
36             desc = Console.ReadLine();
37             Player player = new Player(name, desc);
38
39             Item shovel = new Item(new string[] { "shovel" }, "a shovel", "This is a
40             shovel");
41             Item katana = new Item(new string[] { "katana" }, "a katana", "This is a
42             katana");
43
44             player.Inventory.Put(shovel);
45             player.Inventory.Put(katana);
46
47             Bag bag = new Bag(new string[] { $"bag" }, $"{player.Name}'s bag", $"This
48             is {player.Name}'s bag");
49             Item knife = new Item(new string[] { "knife" }, "a knife", "This is a
50             knife");
51
52             player.Inventory.Put(bag);
53             bag.Inventory.Put(knife);
```

```
46
47     string input;
48     Command command = new LookCommand();
49
50     while (true)
51     {
52         Console.Write("Command: ");
53         input = Console.ReadLine();
54         if (input == "quit")
55         {
56             break;
57         }
58         else
59         {
60             LookCommandExecution(command, input, player);
61         }
62     }
63 }
64
65 }
66
67
68     public class Message
69     {
70         private string _text;
71
72         public Message(string text)
73         {
74             _text = text;
75         }
76
77         public void Print()
78         {
79             Console.WriteLine(_text);
80         }
81     }
82
83 }
84 }
85 }
86 }
```

