

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

Case Study - Iteration 5 - Tying it Together

PDF generated at 00:17 on Friday 13th October, 2023

```
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             String Greetings;
25             Greetings = "Welcome to SwinAdventure!!\n\nStart all your commands
26             with:\nlook\nTo know about your list of items:\nlook at me\nlook at
27             bag\n\nFor your Item Description:\nlook at {item}\nlook at {item} in me\nlook at
28             {item} in bag";
29             Console.WriteLine(Greetings);
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
69 }
70 }
71 }
```

```
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
```