

```
1 namespace Iteration5
2 {
3     public class Program
4     {
5         static void Main(string[] args)
6         {
7             string name, description;
8             Item item1, item2, item3;
9             Bag bag0;
10            LookCommand command = new LookCommand();
11
12            item1 = new Item(new string[] { "computer" }, "a computer", "a small computer");
13            item2 = new Item(new string[] { "bottle" }, "a bottle", "a white water bottle");
14            item3 = new Item(new string[] { "pen" }, "a pen", "a black pen");
15
16            bag0 = new Bag(new string[] { "bag" }, "a bag", "black color bag");
17
18            Console.WriteLine("Enter Player Name: ");
19            name = Console.ReadLine();
20
21            Console.WriteLine("Enter Player Description: ");
22            description = Console.ReadLine();
23
24            Player Player1 = new Player(name, description);
25            Player1.Inventory.Put(item1);
26            Player1.Inventory.Put(item2);
27            Player1.Inventory.Put(bag0);
28            bag0.Inventory.Put(item3);
29
30            while (true)
31            {
32                Console.WriteLine("Command: ");
33                string userInput = Console.ReadLine();
34
35                if (userInput == "stop")
36                {
37                    break;
38                }
39                else
40                {
41                    Console.WriteLine(command.Execute(Player1, userInput.Split()));
42                }
43            }
44        }
45    }
46 }
```

45 }

46 }