

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration5
8 {
9     public abstract class Command : IdentifiableObject
10    {
11        public Command(string[] ids) : base(ids)
12        {
13
14        }
15        public abstract string Execute(Player p, string[] text);
16    }
17 }
18
```