

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
3  namespace CaseStudy
4  {
5      class MainClass
6      {
7
8          static void Main(string[] args)
9          {
10             Console.WriteLine("Welcome to Swin Adventure!");
11             Console.Write("Enter your player name: ");
12             string name = Console.ReadLine();
13             Console.Write("Enter your player description: ");
14             string description = Console.ReadLine();
15             string location = "home";
16             Player player = new Player(name, description);
17
18             Item shovel = new Item(new string[] { "shovel" }, "a shovel", "This is a
↵ → shovel");
19             Item sword = new Item(new string[] { "sword" }, "a sword", "This is a →
↵ sword");
20             player.Inventory.Put(shovel);
21             player.Inventory.Put(sword);
22
23             Bag bag = new Bag(new string[] { "bag" }, "bag", "This is a bag");
24             player.Inventory.Put(bag);
25
26             Item gem = new Item(new string[] { "gem" }, "a gem", "This is a gem");
27             bag.Inventory.Put(gem);
28
29             Console.WriteLine("Type 'quit' to exit.");
30             string[] choiceList = new[] { "" };
31             while (choiceList[0] != "quit")
32             {
33                 LookCommand look = new LookCommand();
34                 Console.Write("Command - > ");
35                 string choice = Console.ReadLine();
36                 choiceList = choice.Split(" ");
37                 Console.Write(look.Execute(player, choiceList));
38             }
39         }
40     }
41 }
```

