

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration1
8 {
9     public class LookCommand : Command
10    {
11        public LookCommand() : base(new string[] { "look" })
12        {
13
14        }
15
16        public override string Execute(Player p, string[] text)
17        {
18            string containerId;
19            string thingId;
20            string thing;
21            IHaveInventory container;
22            Item item;
23            var array = text[0].Split(" ");
24
25            if (array.Length != 3 && array.Length != 5)
26            {
27                return "I don't know how to look like that!";
28            }
29            else if (array[0] != "look")
30            {
31                return "Error in look input";
32            }
33            else if (array[1] != "at")
34            {
35                return "What do you want to look at?";
36            }
37
38            if (array.Length == 5)
39            {
40                if (array[3] != "in")
41                {
42                    return "What do you want to look in?";
43                }
44                else
45                {
46                    thingId = array[2];
47                    containerId = array[4];
48                    container = FetchContainer(p, containerId);
49                    if (container != null)
```

```
50         {
51             thing = LookAtIn(thingId, container);
52             if (thing != null)
53             {
54                 return thing;
55             }
56             else
57             {
58                 return $"I cannot find the {thingId} in the {containerId}";
59             }
60         }
61         else
62         {
63             return $"I cannot find the {containerId}";
64         }
65     }
66 }
67 else if (array.Length == 3)
68 {
69     thingId = array[2];
70     thing = LookAtIn(thingId, p);
71     if (thing != null)
72     {
73         return thing;
74     }
75     else
76     {
77         return $"I cannot find the {thingId}";
78     }
79 }
80 else
81 {
82     return null;
83 }
84 return null;
85 }
86
87 private IHaveInventory FetchContainer(Player p, string containerId)
88 {
89     if (p.Locate(containerId) == null)
90     {
91         return null;
92     }
93     return p.Locate(containerId) as IHaveInventory;
94 }
95
96 private string LookAtIn(string thingId, IHaveInventory container)
```

```
97         {
98             if (container.Locate(thingId) == null)
99             {
100                 return null;
101             }
102             return container.Locate(thingId).FullDescription;
103         }
104     }
105
106 }
107
```