

```
1  using static PowerArgs.Ansi.Cursor;
2
3  namespace Iteration1
4  {
5      public class CommandProcessor : Command
6      {
7          List<Command> _commands;
8
9          public CommandProcessor() : base(new string[] { "command" })
10         {
11             _commands = new List<Command>();
12             _commands.Add(new LookCommand());
13             _commands.Add(new MoveCommand());
14         }
15
16         public override string Execute(Player p, string[] text)
17         {
18             string[] array = text[0].Split(' ');
19             foreach (Command command in _commands)
20             {
21                 if (command.AreYou(array[0]))
22                 {
23                     return command.Execute(p, new string[] { text[0] });
24                 }
25             }
26             return "Wrong command!!!";
27         }
28     }
29 }
30 }
```