

```
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 MoveCommand : Command
10     {
11         private List<string> _directions;
12         private List<string> _identifiers;
13
14         public MoveCommand() : base(new string[] { "move", "go", "head",
15             "leave" })
16         {
17             _directions = new List<string> { "north", "west", "south",
18                 "east" };
19             _identifiers = new List<string> { "move", "head", "go",
20                 "leave" };
21         }
22
23         public override string Execute(Player p, string[] text)
24         {
25             string[] array = text[0].Split(" ");
26             if (array.Length != 2)
27             {
28                 return "Wrong command input!\n";
29             }
30             else if (!_directions.Contains(array[1]) || !
31                 _identifiers.Contains(array[0]))
32             {
33                 return "Wrong command input!\n";
34             }
35             else
36             {
37                 if (p.CurrentLocation.Locate(array[1]) == null)
38                 {
39                     return "There is not that path in this location!\n";
40                 }
41                 else
42                 {
43                     Path selected_path = p.CurrentLocation.Paths[array[1]];
44                     return selected_path.Move(p);
45                 }
46             }
47         }
48     }
49 }
```