```csharp
1  using System.Runtime.InteropServices;
2
3  namespace Iteration1
4  {
5      internal class Program
6      {
7          static void Main(string[] args)
8          {
9              string name;
10             string desc_;
11             string command;
12             Item sword;
13             Item ak47;
14             Item grenade;
15
16             Console.Write("Player name: ");
17             name = Console.ReadLine();
18             Console.Write("Player description: ");
19             desc_ = Console.ReadLine();
20             Player player = new Player(name, desc_);
21
22             sword = new Item(new string[] { "sword" }, "sword", "Short
                 range weapon!");
23             ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range
                 weapon with high damage!");
24
25             player.Inventory.Put(sword);
26             player.Inventory.Put(ak47);
27
28             grenade = new Item(new string[] { "grenade" }, "grenade",
                 "Extreme damage and short range weapon!");
29             Bag bag1 = new Bag(new string[] {"bag1"}, "bag1", "");
30             bag1.Inventory.Put(grenade);
31             player.Inventory.Put(bag1);
32
33             Location _location = new Location(new string[] { "military
                 base" }, "military base", "large area");
34             player.CurrentLocation = _location;
35             Path _northpath = new Path(new string[] { "north" },
                 "hospital", "this is a hospital");
36             _location.AddPath(_northpath);
37
38             LookCommand look_command = new LookCommand();
39             MoveCommand move_command = new MoveCommand();
40             while (true)
41             {
42                 Console.Write("Which look command do you want to execute:
                     ");
43                 command = Console.ReadLine();
```

```
44                string message1 = look_command.Execute(player, new string[] ↵
                      { command });
45                Console.WriteLine(message1);
46
47                Console.Write("Which move command do you want to execute:   ↵
                      ");
48                command = Console.ReadLine();
49                string message2 = move_command.Execute(player, new string[] ↵
                      { command });
50                Console.WriteLine(message2);
51            }
52        }
53    }
54 }
```