

```
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
```