

Program.cs

...OS20007\Week_7\7.1P\Iteration 5\Iteration1\Program.cs

1

```
1 namespace Iteration1
2 {
3     internal class Program
4     {
5         static void Main(string[] args)
6         {
7             string name;
8             string desc_;
9             string command;
10            Item sword;
11            Item ak47;
12            Item grenade;
13
14            Console.Write("Player name: ");
15            name = Console.ReadLine();
16            Console.Write("Player description: ");
17            desc_ = Console.ReadLine();
18            Player player = new Player(name, desc_);
19
20            sword = new Item(new string[] { "sword" }, "sword", "Short
21            range weapon!");
22            ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range
23            weapon with high damage!");
24
25            player.Inventory.Put(sword);
26            player.Inventory.Put(ak47);
27
28            grenade = new Item(new string[] { "grenade" }, "grenade",
29            "Extreme damage and short range weapon!");
30            Bag bag1 = new Bag(new string[] { "bag1" }, "bag1", "");
31            bag1.Inventory.Put(grenade);
32            player.Inventory.Put(bag1);
33
34            LookCommand player_command = new LookCommand();
35            while (true)
36            {
37                Console.Write("Command -> ");
38                command = Console.ReadLine();
39                string message = player_command.Execute(player, new string
40                [] { command });
41                Console.WriteLine(message);
42            }
43        }
44    }
45 }
```

Output Screenshot

