

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.WriteLine("Player name: ");
15            name = Console.ReadLine();
16            Console.WriteLine("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!");
21            ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range ↵
22               weapon with high damage!");
22
23            player.Inventory.Put(sword);
24            player.Inventory.Put(ak47);
25
26            grenade = new Item(new string[] { "grenade" }, "grenade",      ↵
27               "Extreme damage and short range weapon!");
27            Bag bag1 = new Bag(new string[] { "bag1" }, "bag1", "");
28            bag1.Inventory.Put(grenade);
29            player.Inventory.Put(bag1);
30
31            LookCommand player_command = new LookCommand();
32            while (true)
33            {
34                Console.WriteLine("Command -> ");
35                command = Console.ReadLine();
36                string message = player_command.Execute(player, new string      ↵
37                   [] { command });
37                Console.WriteLine(message);
38            }
39        }
40    }
41 }
```

Output Screenshot

The screenshot shows a Microsoft Visual Studio interface with the following details:

- File Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Solution Explorer:** Shows a solution named "Iteration1" containing seven projects: BagUnitTests, InventoryUnitTests, ItemUnitTests, Iteration1 (selected), Dependencies, Bag.cs, Command.cs, GameObject.cs, IdentifiableObject.cs, IHaventInventory.cs, Inventory.cs, Item.cs, LookCommand.cs, Player.cs, Program.cs, and TestIdentifiableObject.
- Terminal Window:** Displays the game's console output:

```
Player name: Chien
Player description: i am a studying at Swinburne University of Technology
Command -> look at me
You are Chien, i am a studying at Swinburne University of Technology
You are carrying
    a sword (sword)
    a ak47 (ak47)
    a bag1 (bag1)

Command -> look at bag
I cannot find the bag

Command -> look at bag1
In the bag1 you can see:
    a grenade (grenade)

Command -> look at sword
Short range weapon!

Command -> look
I don't know how to look like that!

Command -> look at
I don't know how to look like that!

Command -> look at grenade in bag
I cannot find the bag
```
- Output Window:** Shows build logs:

```
i>Skipping analyzers to speed up the build. You can execute 'Build' or 'Rebuild' command to run analyzers.
i>C:\Users\PC\Desktop\COS200\Week_7\1P\Iteration 5\Iteration1\Bag.cs(31,23,31,27): warning CS0108: 'Bag.Name' hides inherited member 'GameObject.Name'. Use the new keyword if hiding was intended.
i>C:\Users\PC\Desktop\COS200\Week_7\1P\Iteration 5\Iteration1\Player.cs(32,23,32,27): warning CS0108: 'Player.Name' hides inherited member 'GameObject.Name'. Use the new keyword if hiding was intended.
i>C:\Users\PC\Desktop\COS200\Week_7\1P\Iteration 5\Iteration1\LookCommand.cs(84,13,84,19): warning CS0162: Unreachable code detected
i>C:\Users\PC\Desktop\COS200\Week_7\1P\Iteration 5\Iteration1\LookCommand.cs(22,18,22,22): warning CS0168: The variable 'item' is declared but never used
i>Iteration1 -> C:\Users\PC\Desktop\COS200\Week_7\1P\Iteration 5\Iteration1\bin\Debug\net8.0\Iteration1.dll
i>done building project "Iteration1.csproj".
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped ======
===== Build completed at 11:21 AM and took 00.205 seconds ======
```
- Taskbar:** Shows various pinned icons including File Explorer, OneDrive, Microsoft Edge, and others.