```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             Location location;
13             Item redbull;
14             Item sword;
15             Item ak47;
16             Item grenade;
17
18             Console.Write("Player name: ");
19             name = Console.ReadLine();
20             Console.Write("Player description: ");
21             desc_ = Console.ReadLine();
22             Player player = new Player(name, desc_);
23
24             location = new Location(new string[] { "hospital" },
                  "hospital", "This is a state-of-the-art hospital");
25             redbull = new Item(new string[] { "Redbull" }, "Redbull",
                  "Drink to be more energetic!");
26             location.Inventory.Put(redbull);
27             player.CurrentLocation = location;
28
29             sword = new Item(new string[] { "sword" }, "sword", "Short
                  range weapon!");
30             ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range
                  weapon with high damage!");
31
32             player.Inventory.Put(sword);
33             player.Inventory.Put(ak47);
34
35             grenade = new Item(new string[] { "grenade" }, "grenade",
                  "Extreme damage and short range weapon!");
36             Bag bag1 = new Bag(new string[] {"bag1"}, "bag1", "");
37             bag1.Inventory.Put(grenade);
38             player.Inventory.Put(bag1);
39
40             LookCommand player_command = new LookCommand();
41             while (true)
42             {
43                 Console.Write("Command -> ");
44                 command = Console.ReadLine();
```

```
45              string message = player_command.Execute(player, new string ⮐
                    [] { command });
46              Console.WriteLine(message);
47          }
48       }
49    }
50 }
```