

```
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 }
```