

```
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.WriteLine("Player name: ");
19             name = Console.ReadLine();
20             Console.WriteLine("Player description: ");
21             desc_ = Console.ReadLine();
22             Player player = new Player(name, desc_);
23
24             location = new Location(new string[] { "hospital" },
25                                     "hospital", "This is a state-of-the-art hospital");
26             redbull = new Item(new string[] { "Redbull" }, "Redbull",
27                               "Drink to be more energetic!");
28             location.Inventory.Put(redbull);
29             player.CurrentLocation = location;
30
31             sword = new Item(new string[] { "sword" }, "sword", "Short
32                             range weapon!");
33             ak47 = new Item(new string[] { "ak47" }, "ak47", "Average range
34                             weapon with high damage!");
35
36             player.Inventory.Put(sword);
37             player.Inventory.Put(ak47);
38
39             grenade = new Item(new string[] { "grenade" }, "grenade",
40                               "Extreme damage and short range weapon!");
41             Bag bag1 = new Bag(new string[] { "bag1" }, "bag1", "");
42             bag1.Inventory.Put(grenade);
43             player.Inventory.Put(bag1);
44
45             LookCommand player_command = new LookCommand();
46             while (true)
47             {
48                 Console.WriteLine("Command -> ");
49                 command = Console.ReadLine();
50
51                 if (command == "quit")
52                 {
53                     break;
54                 }
55
56                 if (player.CurrentLocation != null)
57                 {
58                     player.CurrentLocation.HandleCommand(player_command);
59                 }
60
61                 if (player.Inventory != null)
62                 {
63                     foreach (Item item in player.Inventory.Items)
64                     {
65                         item.HandleCommand(player_command);
66                     }
67                 }
68
69                 if (player.Bags != null)
70                 {
71                     foreach (Bag bag in player.Bags)
72                     {
73                         bag.HandleCommand(player_command);
74                     }
75                 }
76
77                 if (player.Character != null)
78                 {
79                     player.Character.HandleCommand(player_command);
80                 }
81
82                 if (player.Character != null)
83                 {
84                     player.Character.Update();
85                 }
86
87                 if (player.Character != null)
88                 {
89                     player.Character.PrintStatus();
90                 }
91
92                 if (player.Character != null)
93                 {
94                     player.Character.PrintInventory();
95                 }
96
97                 if (player.Character != null)
98                 {
99                     player.Character.PrintBags();
100                }
101            }
102        }
103    }
104}
```

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