

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration1
8 {
9     public class MoveCommand : Command
10    {
11        private List<string> _directions;
12        private List<string> _identifiers;
13
14        public MoveCommand() : base(new string[] { "move", "go", "head",
15            "leave" })
16        {
17            _directions = new List<string> { "north", "west", "south",
18                "east"};
19            _identifiers = new List<string> { "move", "head", "go",
20                "leave" };
21        }
22
23        public override string Execute(Player p, string[] text)
24        {
25            string[] array = text[0].Split(" ");
26            if (array.Length != 2)
27            {
28                return "Wrong command input!\n";
29            }
30            else if (!_directions.Contains(array[1]) || !
31                _identifiers.Contains(array[0]))
32            {
33                return "Wrong command input!\n";
34            }
35            else
36            {
37                if (p.CurrentLocation.Locate(array[1]) == null)
38                {
39                    return "There is not that path in this location!\n";
40                }
41                else
42                {
43                    Path selected_path = p.CurrentLocation.Paths[array[1]];
44                    return selected_path.Move(p);
45                }
46            }
47        }
48    }
49 }
```