

```
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 LookCommand : Command
10     {
11         public LookCommand() : base(new string[] { "look" })
12         {
13
14         }
15
16         public override string Execute(Player p, string[] text)
17         {
18             string containerId;
19             string thingId;
20             string thing;
21             IHaveInventory container;
22             Item item;
23             var array = text[0].Split(" ");
24
25             if (array.Length != 3 && array.Length != 5)
26             {
27                 return "I don't know how to look like that!";
28             }
29             else if (array[0] != "look")
30             {
31                 return "Error in look input";
32             }
33             else if (array[1] != "at")
34             {
35                 return "What do you want to look at?";
36             }
37
38             if (array.Length == 5)
39             {
40                 if (array[3] != "in")
41                 {
42                     return "What do you want to look in?";
43                 }
44                 else
45                 {
46                     thingId = array[2];
47                     containerId = array[4];
48                     container = FetchContainer(p, containerId);
49                     if (container != null)
```

```
50             {
51                 thing = LookAtIn(thingId, container);
52                 if (thing != null)
53                 {
54                     return thing;
55                 }
56                 else
57                 {
58                     return $"I cannot find the {thingId} in the {containerId}";      ↵
59                 }
60             }
61             else
62             {
63                 return $"I cannot find the {containerId}";      ↵
64             }
65         }
66     }
67     else if (array.Length == 3)
68     {
69         thingId = array[2];
70         thing = LookAtIn(thingId, p);
71         if (thing != null)
72         {
73             return thing;
74         }
75         else
76         {
77             return $"I cannot find the {thingId}";      ↵
78         }
79     }
80     else
81     {
82         return null;
83     }
84     return null;
85 }
86
87 private IHaveInventory FetchContainer(Player p, string      ↵
88                                         containerId)
89 {
90     if (p.Locate(containerId) == null)
91     {
92         return null;
93     }
94     return p.Locate(containerId) as IHaveInventory;
95 }
96
97 private string LookAtIn(string thingId, IHaveInventory container)
```

```
97         {
98             if (container.Locate(thingId) == null)
99             {
100                 return null;
101             }
102             return container.Locate(thingId).FullDescription;
103         }
104     }
105 }
106 }
107 }
```