

```
1 namespace SwinAdventure
2 {
3     internal class Program
4     {
5         static string[] CommandExe(string input)
6         {
7             return input.Split(' ');
8         }
9
10        static void Main(string[] args)
11        {
12            Console.WriteLine("Enter player's name:");
13            string playerName = Console.ReadLine();
14
15            Console.WriteLine("Enter player's description:");
16            string playerDescription = Console.ReadLine();
17
18            Player player = new Player(playerName, playerDescription);
19
20            Locations home = new Locations("Home", playerName + "'s      ↗
                home.");
21            Locations forest = new Locations("Forest", "A dense forest.");
22            Locations cave = new Locations("Cave", "A dark cave.");
23            Paths home2forest = new Paths(new string[] { "north" }, "Path      ↗
                1", "A path from home to the forest.", home, forest);
24            Paths forest2home = new Paths(new string[] { "south" }, "Path      ↗
                2", "A path from the forest to the cave.", forest, cave);
25            home.AddPath(home2forest);
26            forest.AddPath(forest2home);
27
28            Console.WriteLine(home.PathsList);
29
30            player.Location = home;
31
32            Item BronzeSword = new Item(new string[] { "sword", "weapon" }, ↗
                "Bronze Sword", "A simple bronze sword.");
33            Item BronzeAxe = new Item(new string[] { "axe", "weapon" },      ↗
                "Bronze Axe", "A simple bronze axe.");
34
35            player.Inventory.Put(BronzeSword);
36            player.Inventory.Put(BronzeAxe);
37
38            Bag bag = new Bag(new string[] { "bag", "inventory" }, "Bag",    ↗
                "A simple bag.");
39            player.Inventory.Put(bag);
40
41            Item gem = new Item(new string[] { "gem", "jewel" }, "Gem", "A  ↗
                shiny gem.");
42            bag.Inventory.Put(gem);
```

```
43
44     while (true)
45     {
46         Console.WriteLine("Enter a command: ");
47         Command command = new CommandProcessor();
48         string _input = Console.ReadLine();
49         string[] _temp = _input.Split(" ");
50
51         if (_input.ToLower() == "quit")
52         {
53             break;
54         }
55         else
56         {
57             Console.WriteLine(command.Execute(player, _temp));
58         }
59     }
60 }
61 }
62 }
63 }
```