```csharp
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             Item BronzeSword = new Item(new string[] { "sword", "weapon" }, ↵
                 "Bronze Sword", "A simple bronze sword.");
21             Item BronzeAxe = new Item(new string[] { "axe", "weapon" },    ↵
                 "Bronze Axe", "A simple bronze axe.");
22
23             player.Inventory.Put(BronzeSword);
24             player.Inventory.Put(BronzeAxe);
25
26             Bag bag = new Bag(new string[] { "bag", "inventory" }, "Bag",   ↵
                 "A simple bag.");
27             player.Inventory.Put(bag);
28
29             Item gem = new Item(new string[] { "gem", "jewel" }, "Gem", "A  ↵
                 shiny gem.");
30             bag.Inventory.Put(gem);
31
32             while (true)
33             {
34                 Console.WriteLine("Enter a command: ");
35                 Command command = new LookCommand();
36                 string _input = Console.ReadLine();
37
38                 if (_input.ToLower() == "quit")
39                 {
40                     break;
41                 }
42                 else
43                 {
44                     Console.WriteLine(command.Execute(player, CommandExe  ↵
                     (_input)));
```

```
45                    }
46                }
47            }
48        }
49  }
50
```