7.1 Iteration 5

source code

program.cs

```csharp
using SwinAdventure4;

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Xml.Linq;


namespace SwinAdventure4
{
    public class Program
    {
        static void LookCommandExe(Command l, string Input, Player player)
        {
            Console.WriteLine(l.Execute(player, Input.Split()));
        }


        static void Main(string[] args)
        {
            //Greeting + info
            string name, desc;
            string help = "-look\n\nGetting list of item:\n-look at me\n-look at bag\n\nGetting item description:\nlook at {item}\nlook at {item} in me\nlook at {item} in bag\n\n";
            Console.WriteLine(help);
```

```
//Setting up player

Console.Write("Setting up player:\nPlayer Name: ");

name = Console.ReadLine();

Console.Write("Player Description: ");

desc = Console.ReadLine();

Player player = new Player(name, desc);




//Setting up list of items


Item shovel = new Item(new string[] { "shovel" }, "a shovel", "This is a shovel"); //
declare two items

Item sword = new Item(new string[] { "sword" }, "a sword", "This is a sword");

player.Inventory.Put(shovel); //put 2 item in iventory

player.Inventory.Put(sword);




Bag bag = new Bag(new string[] { $"bag" }, $"{player.Name}'s bag", $"This is
{player.Name}'s bag"); //create a bag

player.Inventory.Put(bag); //place item in bag

Item diamond = new Item(new string[] { "diamond" }, "a diamond", "This is a
diamond");

bag.Inventory.Put(diamond);
```

```csharp
string _input;

Command l = new LookCommand();




while (true)
{
    Console.Write("Command: ");

    _input = Console.ReadLine();

    if (_input == "quit")
    {
        break;
    }
    else if (_input == "help")
    {
        Console.Write(help);
    }
    else
    {
        LookCommandExe(l, _input, player);
    }

}

}
```

```
  }

}
```

Output

```
-look

Getting list of item:
-look at me
-look at bag

Getting item description:
look at {item}
look at {item} in me
look at {item} in bag


Setting up player:
Player Name: Bryan
Player Description: Bryan is very smart
Command: look at me
You are Bryan, Bryan is very smart.
You are carrying
a shovel (shovel)a sword (sword)Bryan's bag (bag)
Command: look at bag
This is Bryan's bag
It contains:
a diamond (diamond)
Command: look at diamond in bag
This is a diamond
Command: look at diamond
Couldn't find
Command: look at shovel in me
This is a shovel
Command: look at shovel
This is a shovel
Command: look at shovel in bag
Couldn't find
Command: look at sword in me
This is a sword
Command: look at sword in bag
Couldn't find
Command: |
```