

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace SwinAdventure
9 {
10     public class LookCommand : Command
11     {
12         public LookCommand() : base(new string[] { "look" })
13         {
14         }
15
16         public override string Execute(Player p, string[] text)
17         {
18             IHaveInventory container = null;
19             if (text.Length != 3 && text.Length != 5)
20             {
21                 return "I don't know how to look like that";
22             }
23             else if (text[0] != "look")
24             {
25                 return "Error in look input";
26             }
27             else if (text[1] != "at")
28             {
29                 return "What do you want to look at?";
30             }
31             else if (text.Length == 5 && text[3] != "in")
32             {
33                 return "What do you want to look in?";
34             }
35             else if (text.Length == 3)
36             {
37                 container = p;
38             }
39             else if (text.Length == 5)
40             {
41                 container = FetchContainer(p, text[4]);
42                 if (container == null)
43                 {
44                     return "I cannot find the " + text[4];
45                 }
46             }
47             string itemId = text[2];
48             return LookAtIn(itemId, container);
49 }
```

```
50     }
51
52     private IHaveInventory FetchContainer(Player p, string containerId)
53     {
54         GameObject obj = p.Locate(containerId);
55         IHaveInventory container = obj as IHaveInventory;
56         if (container == null)
57         {
58             return null;
59         }
60         else
61         {
62             return container;
63         }
64     }
65
66     private string LookAtIn(string thingId, IHaveInventory container)
67     {
68         GameObject thing = container.Locate(thingId);
69         if (thing == null)
70         {
71             return "I cannot find the " + thingId;
72         }
73         else
74         {
75             return thing.FullDescription;
76         }
77     }
78 }
79 }
80
```