Now that you know more about collections and data structures, surely there ways to apply these to your Home Tour app...

Instructions

Up until now, you have been tracking the exits in each Room of your Home Tour application using a Room[]. This might have been functional, but it's not optimal, and you have probably noticed how clunky it feels.

So what do we know about room exits? We know that the exit of one Room is another Room, and we know those exits are situated in a certain direction from the current room. For example:

foyer:

  north: library

This scenario seems like a good application of a Map, doesn't it? Instead of a Room[], you could have a Map<String, Room> where the key is the direction of an exit and the value is the room in that direction.

Take some time to refactor your Room class to use this Map for its exits, instead of Arrays. This will also entail refactoring other classes accordingly, like Main.parse(String[], Player). Instead of accessing rooms by index, they have to use the get(String) method.

You could also probably refactor RoomManager to use a collection for its collection of Rooms, instead of a Room[]. This will make it slightly easier to add new rooms in the future.