di.uniba.map.b.adventure.parser. ParserOutput.getCommand di.uniba.map.b.adventure. GameDescription.getCurrentRoom di.uniba.map.b.adventure.type. AdvObject.getId di.uniba.map.b.adventure. GameDescription.getInventory di.uniba.map.b.adventure.type. AdvObject.getName di.uniba.map.b.adventure.parser. ParserOutput.getObject di.uniba.map.b.adventure.impl. PushObserver.update di.uniba.map.b.adventure.type. Room.getObject di.uniba.map.b.adventure. GameUtils.getObjectFromInventory di.uniba.map.b.adventure.type. Command.getType di.uniba.map.b.adventure.type. AdvObject.isPush di.uniba.map.b.adventure.type. AdvObject.isPushable

> di.uniba.map.b.adventure.type. AdvObject.setPush