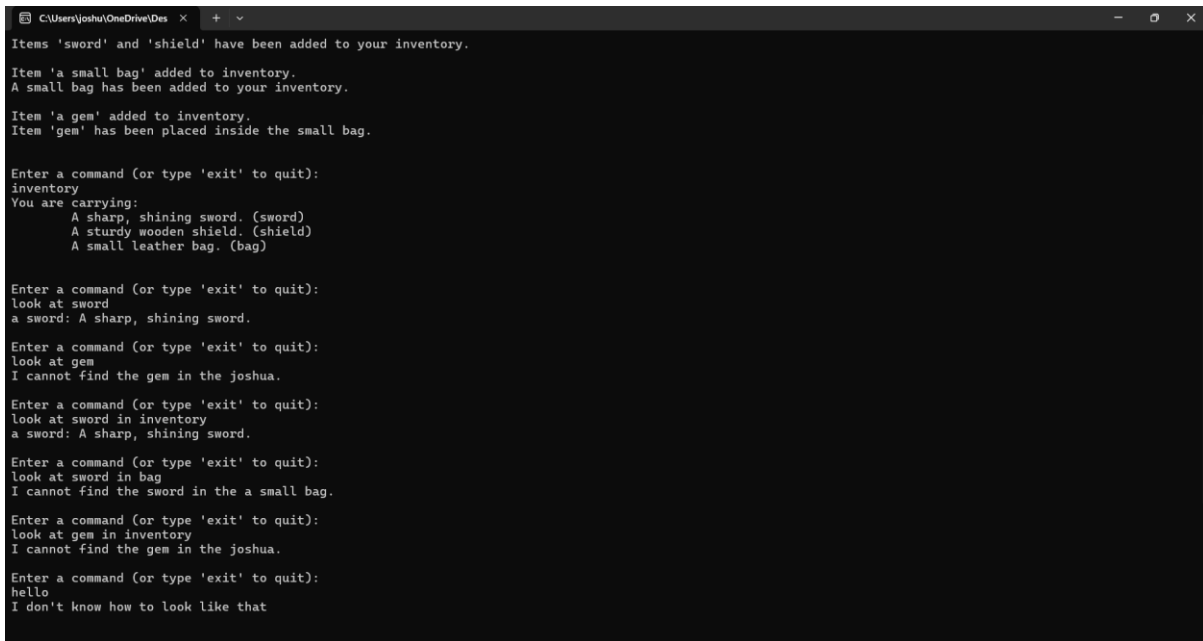


7.1 P



```
C:\Users\Joshua\OneDrive\Desktop
Items 'sword' and 'shield' have been added to your inventory.

Item 'a small bag' added to inventory.
A small bag has been added to your inventory.

Item 'a gem' added to inventory.
Item 'gem' has been placed inside the small bag.

Enter a command (or type 'exit' to quit):
inventory
You are carrying:
  A sharp, shining sword. (sword)
  A sturdy wooden shield. (shield)
  A small leather bag. (bag)

Enter a command (or type 'exit' to quit):
look at sword
a sword: A sharp, shining sword.

Enter a command (or type 'exit' to quit):
look at gem
I cannot find the gem in the joshua.

Enter a command (or type 'exit' to quit):
look at sword in inventory
a sword: A sharp, shining sword.

Enter a command (or type 'exit' to quit):
look at sword in bag
I cannot find the sword in the a small bag.

Enter a command (or type 'exit' to quit):
look at gem in inventory
I cannot find the gem in the joshua.

Enter a command (or type 'exit' to quit):
hello
I don't know how to look like that
```

Program.cs:

```
using System;
```

```
using SwinAdventure;
```

```
class Program
```

```
{
```

```
    static void Main(string[] args)
```

```
    {
```

```
        // Step 1: Get the player's name and description from the user.
```

```
        Console.Write("Enter your player's name: ");
```

```
        string playerName = Console.ReadLine();
```

```
        Console.Write("Enter a description for your player: ");
```

```
        string playerDescription = Console.ReadLine();
```

```
        // Create a Player object with the user's input.
```

```
        Player player = new Player(playerName, playerDescription);
```

```
        Console.WriteLine($"Welcome {playerName}, {playerDescription}!\n");
```

```

// Step 2: Create two items and add them to the player's inventory.

Item sword = new Item(new string[] { "sword" }, "a sword", "A sharp, shining sword.");
Item shield = new Item(new string[] { "shield" }, "a shield", "A sturdy wooden shield.");

player.Inventory.Put(sword);
player.Inventory.Put(shield);

Console.WriteLine("Items 'sword' and 'shield' have been added to your inventory.\n");

// Step 3: Create a bag and add it to the player's inventory.

Bag smallBag = new Bag(new string[] { "bag", "small bag" }, "a small bag", "A small leather
bag.");

player.Inventory.Put(smallBag);

Console.WriteLine("A small bag has been added to your inventory.\n");

// Step 4: Create another item and add it to the bag.

Item gem = new Item(new string[] { "gem" }, "a gem", "A shiny, valuable gem.");
smallBag.Inventory.Put(gem);

Console.WriteLine("Item 'gem' has been placed inside the small bag.\n");

// Create the LookCommand object.

LookCommand lookCommand = new LookCommand();

// Step 5: Loop reading commands from the user and getting the look command to execute
them.

while (true)
{
    Console.WriteLine("\nEnter a command (or type 'exit' to quit):");
    string command = Console.ReadLine();

    if (command.ToLower() == "exit")
    {
        break; // Exit the loop and end the program.
    }
}

```

```
}
```

```
// Split the command into an array of words.
```

```
string[] commandWords = command.Split(' ');
```

```
// Execute the LookCommand with the player and the user's input.
```

```
string result = lookCommand.Execute(player, commandWords);
```

```
Console.WriteLine(result);
```

```
}
```

```
Console.WriteLine("Goodbye!");
```

```
}
```

```
}
```