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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($"\nWelcome {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);
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            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!");
```

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        }

}
```


Item 'a sword' added to inventory.
Item 'a shield' added to inventory.
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):
look at sword
a sword: A sharp, shining sword.

Enter a command (or type 'exit' to quit):
look at shield
a shield: A sturdy wooden shield.

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):
asdnajdawkd
I don't know how to look like that

Enter a command (or type 'exit' to quit):
exit
Goodbye!

C:\Users\joshu\OneDrive\Desktop\COS20007 OOP\SwinAdventure - 7.1\SwinAdventure\bin\Debug\net8.0\SwinAdventure.exe (process 45848) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .