

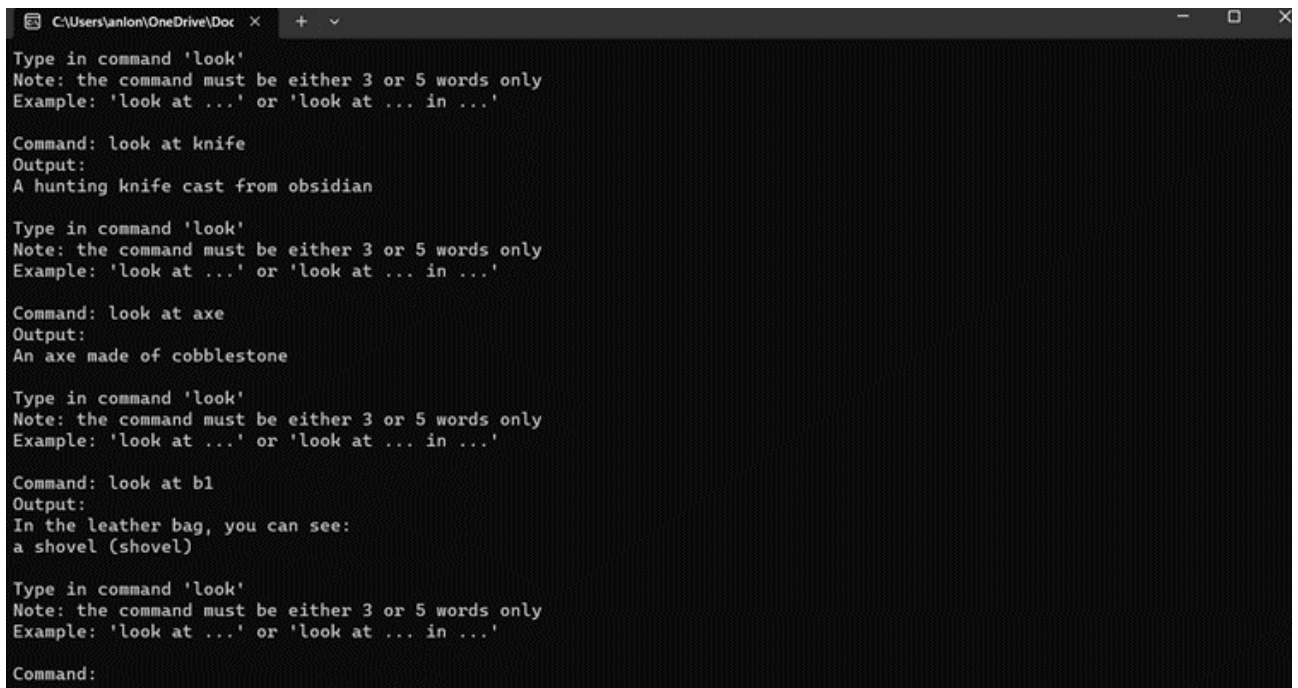
SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

Case Study - Iteration 5 - Tying it Together

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```
1 // See https://aka.ms/new-console-template for more information
2 using MazeGame;
3 Player _player = new Player("Hoang An", "the comtemplator of infinity");
4 Item knife = new Item(new string[] { "knife" }, "an obsidian knife", "A hunting knife
   ↪ cast from obsidian");
5 Item axe = new Item(new string[] { "axe" }, "a stone axe", "An axe made of
   ↪ cobblestone");
6
7 _player.Inventory.Put(knife);
8 _player.Inventory.Put(axe);
9
10 Bag _bag = new Bag(new string[] { "b1" }, "leather bag", "a bag made and stiched with
   ↪ leather.");
11 _player.Inventory.Put(_bag);
12
13 Item shovel = new Item(new string[] { "shovel" }, "a shovel", "A durable shovel
   ↪ borrowed from the village");
14 _bag.Inventory.Put(shovel);
15
16 LookCommand look = new LookCommand(new string[] { "look" });
17 bool commandListen = true;
18
19 Console.WriteLine("Swin-Adventure Maze Game");
20 Console.WriteLine($"Welcome");
21 Console.WriteLine($"{_player.FullDescription}");
22 Console.WriteLine();
23
24
25 while (commandListen == true)
26 {
27     Console.WriteLine("Type in command 'look'");
28     Console.WriteLine("Note: the command must be either 3 or 5 words only");
29     Console.WriteLine("Example: 'look at ...' or 'look at ... in ...'");
30     Console.WriteLine();
31
32     Console.Write("Command: ");
33     string command = Console.ReadLine();
34
35     if (command == "exit")
36     {
37         break;
38     }
39
40     string[] cmdArray = command.Split(' ');
41     Console.WriteLine("Output: ");
42     Console.WriteLine(look.Execute(_player, cmdArray));
43     Console.WriteLine("");
44 }
```



```
C:\Users\anlon\OneDrive\Doc x + v
Type in command 'look'
Note: the command must be either 3 or 5 words only
Example: 'look at ...' or 'look at ... in ...'

Command: look at knife
Output:
A hunting knife cast from obsidian

Type in command 'look'
Note: the command must be either 3 or 5 words only
Example: 'look at ...' or 'look at ... in ...'

Command: look at axe
Output:
An axe made of cobblestone

Type in command 'look'
Note: the command must be either 3 or 5 words only
Example: 'look at ...' or 'look at ... in ...'

Command: look at b1
Output:
In the leather bag, you can see:
a shovel (shovel)

Type in command 'look'
Note: the command must be either 3 or 5 words only
Example: 'look at ...' or 'look at ... in ...'

Command:
```