

Separation

I have used oriented programming to complete this program using Command Line Argument.

I created a class called Building.cs so that the user can add a new building and thus the new building becomes an active building by default and then the user can view all the existing buildings and add BuildingId so that the building becomes active

In Art class I have used Auto implemented properties to define ArtId and i added Description, allowing the user to type a description for the artwork, then I created a function which returns the ArtId and the description.

In class RoomList I created Dictionary with the Constructor, and I created a function to be able to add rooms and in function IF statement that checks if the room already exists with a message to the user.

If the room does not exist, then it adds the room and notify the user that the room was created.
I also created a function to be able to delete a room, but if the room has an artwork, then it can't be deleted, otherwise it is possible to delete the room, finally it checks if the room exists or doesn't, and returns a message to the user

In the RumList class I also created a function to enable delete a species and a function to add a species.

if there is an art in the room so it cannot be deleted.

Commands

- **Add Building:**
 - The newly added building become the active building by default.
 - Command Form: `mu addbuilding building_name`
 - Example: **mu** *addbuilding* bulding1
- **Select Building:**
 - Description: it first lists all buildings then the user types the building ID then it become the active building
 - Command Form: `mu select`
 - Example: **mu** *select*
- **Add Room:**
 - Command Form: `mu addroom room_name`
 - Example: **mu** *addroom* room1
- **Delete Room:**
 - The room should not contain any arts else it will give an error
 - Command Form: `mu deleteroom room_name`
 - Example: **mu** *deleteroom* room1
- **Add Art:**
 - Command Form: `mu addart room_name art_name creator description`
 - Example: **mu** *addart room1 art1 moosa "en natt på musset"*
- **Delete Art:**
 - Command Form: `mu deleteart room_name art_name`
 - Example: **mu** *deleteart room1 art1*
- **List all rooms and arts:**
 - Command Form: `mu list`
 - Example: **mu** *list*
- **List arts of specific room:**
 - Command Form: `mu list room_name`
 - Example: **mu** *list room1*

Testing

Unfortunately I was not able to perform appropriate tests for this application.

Moosa abido
Sincerely,