Case Study - Iteration 5 - Tying it Together

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```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Numerics;
using System.Text;
using System.Threading.Tasks;

namespace SwinAdventure
{
    public class Program
    {
        private static void Main(string[] args)
        {
            string name, desc;
            Console.WriteLine("Setting up the PLayer:\n- Player name: ");
            name = Console.ReadLine();
            Console.Write("- A few word about you: ");
            desc = Console.ReadLine();
            Player p = new Player(name, desc);

            Item gaunlet = new Item(new string[] { "gaunlet" }, "a gaunlet", "This is
    a proxy of the legendary infinity gaunlet");
            Item power_stone = new Item(new string[] { "stone" }, "an infinity
    stone", "This is the power stone - one of the infinity stone created at the dawn
    of time");
            Item invisibility_cloak = new Item(new string[] { "cloak" }, "a cloak",
    "The invisibility cloak used by Harry Potter himself a long time ago");
            Bag spatial_ring = new Bag(new string[] { "ring" }, "spatial
    ring(common)", "A rusty spatial ring");

            p.Inventory.Put(gaunlet);
            p.Inventory.Put(invisibility_cloak);
            p.Inventory.Put(spatial_ring);
            spatial_ring.Inventory.Put(power_stone);

            string command_input;
            Command look = new LookCommand();

            while (true)
            {
                Console.Write("What is your Command? ");
                command_input = Console.ReadLine();
                if (command_input == "quit")
                {
                    break;
                }
                else
                {
                    Console.WriteLine(look.Execute(p,
    command_input.ToLower().Split()));
                }

            }
```

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49            }
50        }
51  }
```