

```
import java.util.HashMap;

import java.util.Map;

import java.util.Scanner;


public class TextAdventureGame {


    // Class to represent a room in the game
    static class Room {

        String description;

        Map<String, String> exits = new HashMap<>();

        Map<String, String> items = new HashMap<>();


        Room(String description) {

            this.description = description;

        }

    }


    // Class to represent the player in the game
    static class Player {

        Room currentRoom;


        Player(Room startingRoom) {

            this.currentRoom = startingRoom;

        }

    }


    public static void main(String[] args) {

        // Create rooms

        Room livingRoom = new Room("You are in the living room. There is a couch and a TV.");

        Room kitchen = new Room("You are in the kitchen. You can smell something delicious.");

        Room bedroom = new Room("You are in the bedroom. The bed is neatly made.");
```

```

// Set room exits
livingRoom.exits.put("east", "kitchen");
kitchen.exits.put("west", "livingRoom");
kitchen.exits.put("north", "bedroom");
bedroom.exits.put("south", "kitchen");

// Set initial items
livingRoom.items.put("key", "A shiny golden key is on the coffee table.");

// Create player
Player player = new Player(livingRoom);

// Game loop
Scanner scanner = new Scanner(System.in);
while (true) {
    // Display current room description
    System.out.println(player.currentRoom.description);

    // Display items in the room
    if (!player.currentRoom.items.isEmpty()) {
        System.out.println("Items in the room:");
        for (String item : player.currentRoom.items.values()) {
            System.out.println(item);
        }
    }

    // Prompt for user input
    System.out.print("Enter command: ");
    String command = scanner.nextLine().toLowerCase();

```

```

// Process user input
if (command.equals("quit")) {
    System.out.println("Thanks for playing. Goodbye!");
    break;
} else if (command.equals("help")) {
    System.out.println("Commands: go [direction], look, take [item], quit");
} else if (command.startsWith("go ")) {
    String direction = command.substring(3);
    String nextRoom = player.currentRoom.exits.get(direction);
    if (nextRoom != null) {
        player.currentRoom = getRoom(nextRoom);
    } else {
        System.out.println("You can't go that way.");
    }
} else if (command.equals("look")) {
    // Display room description again
} else if (command.startsWith("take ")) {
    String item = command.substring(5);
    String itemDescription = player.currentRoom.items.get(item);
    if (itemDescription != null) {
        System.out.println("You take the " + item + ".");
        player.currentRoom.items.remove(item);
    } else {
        System.out.println("There is no such item here.");
    }
} else {
    System.out.println("Invalid command. Type 'help' for a list of commands.");
}

scanner.close();

```

```
}

// Helper method to get a room by name
private static Room getRoom(String roomName) {
    switch (roomName) {
        case "livingRoom":
            return livingRoom;
        case "kitchen":
            return kitchen;
        case "bedroom":
            return bedroom;
        default:
            return null;
    }
}
}
```