

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

Case Study - Iteration 5 - Tying it Together

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```
1  using System;
2
3  namespace SwinAdventure
4  {
5      class Program
6      {
7          public static void Main(string[] args)
8          {
9              string name;
10             string description;
11             Player player;
12
13             Console.WriteLine("Hello, welcome");
14
15             Console.WriteLine("\nEnter player's name:");
16             name = Console.ReadLine();
17             Console.WriteLine("Enter player's description:");
18             description = Console.ReadLine();
19
20             player = new Player(name, description);
21
22             Item sword = new Item(new string[] { "Sword" }, "sword", "This is an iron
23             ↵ sword");
24             Item mask = new Item(new string[] { "Mask" }, "mask", "This is a cool
25             ↵ mask");
26             Item gem = new Item(new string[] { "Gem" }, "gem", "This is an expensive
27             ↵ item");
28
29             Bag bag = new Bag(new string[] { "Bag" }, "big bag", "This is a big
30             ↵ bag");
31
32             player.Inventory.Put(sword);
33             player.Inventory.Put(mask);
34             player.Inventory.Put(bag);
35             bag.Inventory.Put(gem);
36
37             bool quit = false;
38             string cmd;
39             LookCommand look = new LookCommand();
40
41             while (!quit)
42             {
43                 Console.WriteLine("\nEnter a Command:");
44                 cmd = Console.ReadLine();
45
46                 if (cmd == "exit")
47                 {
48                     quit = true;
49                 }
49                 else
50                 {
51                     Console.WriteLine(look.Execute(player, cmd.Split()));
52                 }
53             }
54         }
55     }
56 }
```

```
50          }
51      }
52  }
53 }
```

 Terminal – Iteration2

```
Hello, welcome

Enter player's name:
Lorraine
Enter player's description:
the player

Enter a Command:
look in me
What do you want to look at?

Enter a Command:
look at me
You are Lorraine the player.
You are carrying:
  a sword (sword)
  a mask (mask)
  a big bag (bag)

Enter a Command:
look at sword
This is an iron sword

Enter a Command:
look at gem
I can't find the gem

Enter a Command:
```