

## 7.1: Since the only file we change in SwinAdventure for this task is the program file, down below is the code in program file

```
namespace SwinAdventure
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Enter the player's name:");
            string? playerName = Console.ReadLine();

            Console.WriteLine("Enter the player's description:");
            string? playerDescription = Console.ReadLine();

            Player player = new Player(playerName, playerDescription);

            Item shiba = new Item(new string[] { "shiba", "dog" }, "Shiba", "A
cute shiba inu");
            Item nitendo = new Item(new string[] { "switch", "nitendo" },
"Nitendo Switch", "A gaming console");

            player.Inventory.Put(shiba);
            player.Inventory.Put(nitendo);

            Bag container = new Bag(new string[] { "bag", "container" }, "Bag",
"A metal container");
            player.Inventory.Put(container);

            Item staff = new Item(new string[] { "staff", "stick" }, "Staff", "A
wooden (magical?) staff");

            container.Inventory.Put(staff);

            while (true)
            {
                Console.WriteLine("Enter a command:");
                string? command = Console.ReadLine();
                // Split the command into an array of words contained within the
command
                string[] convertedCommand = command.Split(' ');
                LookCommand lookCommand = new LookCommand();

                Console.WriteLine(lookCommand.Execute(player, convertedCommand));
            }
        }
    }
}
```

## Program Running:

```
C:\Personal\Computer Scienc X + v
Enter the player's name:
tan
Enter the player's description:
a fat guy
Enter a command:
look
I don't know how to look like that
Enter a command:
look at nitendo
A gaming console
Enter a command:
look at shiba
A cute shiba inu
Enter a command:
look at shiba in bag
I can't find the shiba in the Bag
Enter a command:
look at staff in bag
A wooden (magical?) staff
Enter a command:
look at bag
In the Bag you can see:
Staff (staff)

Enter a command:
look at me
You are tan a fat guy
You are carrying:
Shiba (shiba)
Nitendo Switch (switch)
Bag (bag)
```