**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:**

