

```
import java.util.Scanner;

public class Boot {

    private Boot() {
        Room r = new Room("Red Room");
        Room g = new Room("Green Room");
        Room d = new Room("DEAD END");

        Exit e1 = new Exit("To Green Room", g, "north");
        Exit e2 = new Exit("To Red Room", r, "south");
        Exit e3 = new Exit("To DEAD END", d, "avoidThisExit");

        Player p = new Player(r);

        Item spoon = new Item("spoon");
        Item fork = new Item("fork");
        Item knife = new Item("knife");

        r.addItem(spoon);
        r.addExit(e1);

        g.addExit(e2);
        g.addExit(e3);

        p.addItem(fork);
        p.addItem(knife);

        UI ui = new UI(p);
        ui.run();

        /* Testing code
        System.out.println(p.dropItem("knife"));
        System.out.println(p.dropItem("knife"));
        p.getItem("spoon");
        System.out.println("Player:\n" + p.getItemList());
        System.out.println("Room:\n" + r.getItemList());
        System.out.println(p.getRoomName());
        p.go("north");
        System.out.println(p.getRoomName());
        System.out.println("Room:\n" + g.getItemList());
        p.dropItem("spoon");
        System.out.println("Room:\n" + g.getItemList());
        p.go("south");
        System.out.println(p.getRoomName());
        p.go("south");
        System.out.println(p.getRoomName());
        */
    }

    public static void main(String[] args) {
        new Boot();
    }
}
```