

```
import java.util.Scanner;

public class UI {
    private Scanner s;
    private Player p;
    private Boolean running = true;

    public UI(Player p) {
        this.p = p;
        s = new Scanner(System.in);
    }

    public void run() {
        String command;
        do {
            System.out.println("Commands: go <dir>, get <it>, drop <it>, "
                               + "look, and exit");
            System.out.print("-> ");
            command = s.next();

            if (command.equalsIgnoreCase("exit"))
                running = false;
            else if (command.equalsIgnoreCase("go"))
                if (!p.go(s.next()))
                    System.out.println("No exit that way!");
                else ;
            else if (command.equalsIgnoreCase("look")) {
                System.out.println(p.look());
            }
            else if (command.equalsIgnoreCase("get"))
                if (!p.getItem(s.next()))
                    System.out.println("Couldn't get");
                else ;
            else if (command.equalsIgnoreCase("drop"))
                if (!p.dropItem(s.next()))
                    System.out.println("Couldn't drop");
                else ;
            else
                System.out.println("Unrecognized command!");

        } while (running);

        System.out.println("Exiting.  Thanks for playing!");
    }
}
```