

A student asked about why "shake" behaves as it does. The answer is that your output is simpler than the game's output. Let's compare:

Shaking an item in your inventory (eg, the lamp).	
Real game:	Shaking a lamp seems to have no effect.
Your game:	s lamp ⁺

Shaking an item not in your inventory or location.	
Real game:	I don't see that here.
Your game:	You don't have that.*

Shaking a tree, if it is in your location.	
Real game:	A message about dying because of a coconut.
Your game:	s tree ⁺

Shaking a bear, if it is in your location.	
Real game:	A message about dying because of the bear.
Your game:	s bear ⁺

Other than tree or bear, shaking an un-getable item in your location (eg, the coconuts).	
Real game:	You cannot shake that.
Your game:	You don't have that.*

Shaking a getable item in your location.	
Real game:	You don't have that.
Your game:	You don't have that.

⁺ Although "s lamp", "s tree", and "s bear" are different than the game's outputs, these outputs are actually correct (because we imagine that a later part of the PA5.csh file would create the expected outputs).

* These output messages are different. But, if you think about it, both messages make sense.