```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6
 7  namespace _7._2C
 8  {
 9      public class LookCommand : Command
10      {
11          public LookCommand () : base(new string[] {"look"})
12          {
13          }
14
15          public override string Execute(Player p, string[] text)
16          {
17              if (text.Length != 3 && text.Length != 5)
18              {
19                  return "I don't know how to look like that";
20              }
21
22              if (text[0] != "look")
23              {
24                  return "Error in look input";
25              }
26
27              if (text[1] != "at")
28              {
29                  return "What do you want to look at?";
30              }
31
32              if (text.Length == 5 && text[3] != "in")
33              {
34                  return "What do you want to look in?";
35              }
36
37              IHaveInventory container;
38              if (text.Length == 3)
39              {
40
41                  container = FetchContainer(p, "inventory");
42              }
43
44              else
45              {
46
47                  container = FetchContainer(p, text[4]);
48                  if (container == null)
49                  {
50                      return $"I cannot find the {text[4]}";
51                  }
52              }
53
```

```csharp
54                // Step 7: The item id is the 3rd word
55                string itemId = text[2];
56                return LookAtIn(itemId, container);
57
58            }
59        public IHaveInventory FetchContainer(Player p, string        ⮥
             containerId)
60        {
61            if (containerId.ToLower() == "inventory")
62            {
63                return p;
64            }
65
66            GameObject obj = p.Locate(containerId);
67            if (obj is IHaveInventory)
68            {
69                return (IHaveInventory)obj; //container is bag(?)
70            }
71            return null;
72        }
73
74        public string LookAtIn(string itemId, IHaveInventory container)
75        {
76            // Try to locate the item within the specified container
77            GameObject item = container.Locate(itemId);
78            if (item == null)
79            {
80                return $"I cannot find the {itemId} in             ⮥
                    {container.Name}";
81            }
82            ////
83
84            // Return the item's full description if found
85            return item.FullDescription;
86        }
87    }
88 }
89
```