

```
585 | /// <summary>  
586 | /// get the traveler's BattleAction choice  
587 | /// </summary>  
588 | /// <returns>BattleAction</returns>  
589 | public BattleAction DisplayGetBattleActionChoice()  
590 | {  
591 |     BattleAction battleActionChoice = BattleAction.None;  
592 |   
593 |     ConsoleUtil.HeaderText = "Choose a Battle Action";  
594 |     ConsoleUtil.DisplayReset();  
595 |   
596 |     ConsoleUtil.DisplayMessage("Enter one of the following actions.");  
597 |     ConsoleUtil.DisplayMessage("");  
598 |     foreach (BattleAction action in Enum.GetValues(typeof(BattleAction)))  
599 |     {  
600 |         ConsoleUtil.DisplayMessage(action.ToString());  
601 |     }  
602 |   
603 |     ConsoleUtil.DisplayMessage("");  
604 |     ConsoleUtil.DisplayPromptMessage("Enter your battle action:");  
605 |   
606 |     // TODO validate  
607 |     Enum.TryParse<BattleAction>(Console.ReadLine(), out battleActionChoice);  
608 |   
609 |     DisplayContinuePrompt();  
610 |   
611 |     return battleActionChoice;  
612 | }
```