```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 IdentifiableObject
8  {
9      public class LookCommand:Command
10     {
11         public LookCommand():base(new string[] {"look"})
12         {
13
14         }
15
16         public override string Execute(Player p, string[] text)
17         {
18             if(text.Length==3 || text.Length==5)
19             {
20                 if (text[0].ToLower() == "look")
21                 {
22                     if (text[1].ToLower() == "at")
23                     {
24                         if(text.Length==3)
25                         {
26                             return LookAtIn(text[2], p);
27                         }
28                         else if(text.Length==5)
29                         {
30                             if (text[3].ToLower() == "in")
31                             {
32                                 return LookAtIn(text[2], FetchContainer(p,
               text[4]));
33                             }
34                             else
35                             {
36                                 return "What do you want to look in?";
37                             }
38                         }
39                         else
40                         {
41                             return "I don't know how to look like that";
42                         }
43                     }
44                     else return "What do you want to look at?";
45                 }
46                 else
47                 {
48                     return "Error in look input";
```

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49                    }
50                }
51                else
52                {
53                    return "I don't know how to look like that";
54                }
55            }
56
57            private IHaveInventory? FetchContainer(Player p, string        ⇥
                    containerId)
58            {
59                return p.Locate(containerId) as IHaveInventory;
60            }
61
62            private string LookAtIn(string thingId, IHaveInventory container)
63            {
64                if(container.Locate(thingId)!=null)
65                {
66                    return container.Locate(thingId).FullDescription;
67                }
68                return "I can't find the " + thingId;
69            }
70        }
71  }
72
```