

```
1
2 namespace Iteration4
3 {
4     public class LookCommand : Command
5     {
6         public LookCommand() : base(new string[] { "look" })
7         {
8         }
9
10        public override string Execute(Player p, string[] text)
11        {
12            if ((text.Length != 3) && (text.Length != 5))
13            {
14                return "I don't know how to look like that";
15            }
16            else if (text[0] != "look")
17            {
18                return "Error in look input";
19            }
20            else if (text[1] != "at")
21            {
22                return "What do you want to look at?";
23            }
24
25            if ((text.Length == 5) && (text[3] != "in"))
26            {
27                return "What do you want to look in?";
28            }
29
30            String itemId = text[2];
31            IHaveInventory container = p;
32
33            if (text.Length == 5)
34            {
35                container = FetchContainer(p, text[4]);
36                if (container == null)
37                {
38                    return $"I cannot find the {text[4]}";
39                }
40            }
41
42            return LookAtIn(itemId, container);
43        }
44
45        private IHaveInventory FetchContainer(Player p, string containerId)
46        {
47            return p.Locate(containerId) as IHaveInventory;
48        }
49    }
```

```
50     private string LookAtIn(string thingId, IHaveInventory container)
51     {
52         var item = container.Locate(thingId);
53         if (item != null)
54         {
55             return item.FullDescription;
56         }
57         else
58         {
59             return $"I can't find the {thingId}";
60         }
61     }
62 }
63 }
64
```