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

```csharp
50                            {
51                                return "I cannot find the " + text[4];
52                            }
53                    }
54            string itemId = text[2];
55            return LookAtIn(itemId, container);
56
57        }
58
59        private IHaveInventory FetchContainer(Player p, string containerId)
60        {
61            GameObject obj = p.Locate(containerId);
62            IHaveInventory container = obj as IHaveInventory;
63            if (container == null)
64            {
65                return null;
66            }
67            else
68            {
69                return container;
70            }
71        }
72
73        private string LookAtIn(string thingId, IHaveInventory container)
74        {
75            GameObject thing = container.Locate(thingId);
76            if (thing == null)
77            {
78                return "I cannot find the " + thingId + " in " +
                    container.Name;
79            }
80            else
81            {
82                return thing.FullDescription;
83            }
84        }
85    }
86 }
87
```