

```
57 switch (player1Action) {
58     case Actions.SHARPEN:
59         switch (player2Action) {
60             case Actions.SHARPEN:
61                 this.player1.sharpenStick();
62                 this.getPlayer2().sharpenStick();
63                 break;
64             case Actions.POKE:
65                 this.sharpenPoke(player1, player2
66 );
67                 break;
68             case Actions.BLOCK:
69                 this.sharpenBlock(player1,
70 player2);
71                 break;
72         }
73     case Actions.POKE:
74         switch (player2Action) {
75             case Actions.SHARPEN:
76                 this.sharpenPoke(player2, player1
77 );
78                 break;
79             case Actions.POKE:
80                 this.player1.abradeStick();
81                 this.player2.abradeStick();
82                 if ((player1.stickIsSword() && !
83 player2.stickIsSword())) {
84                     player2.kill();
85                 }
86                 if ((player2.stickIsSword() && !
87 player1.stickIsSword())) {
88                     player1.kill();
89                 }
90                 break;
91             case Actions.BLOCK:
92                 this.pokeBlock(player1, player2);
93                 break;
94         }
95     case Actions.BLOCK:
96         switch (player2Action) {
97             case Actions.SHARPEN:
98                 this.sharpenBlock(player2,
99 player1);
100                 break;
101             case Actions.POKE:
102                 this.pokeBlock(player2, player1);
103                 break;
104         }
105     }
106 }
```

File - /home/sleephead/android_studio_projects/cavemen_arena/CavemenArena-Android-by-undevined/app/src/main/java/c

```
101                 case Actions.BLOCK:
102                     break;
103             }
104             break;
105     }
```