

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