```java
44  private Boolean playRound() {
45          int player1Action;
46          int player2Action;
47
48          player1Action = player1.getNextAction();
49          if(this.cpu != null){
50                  player2.setNextAction(cpu.getAction(
    historyPlayer1, historyPlayer2));
51          }
52          player2Action = player2.getNextAction();
53
54          historyPlayer1.add(player1Action);
55          historyPlayer2.add(player2Action);
56
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.stickIsSword())) {
81                              player2.kill();
82                          }
83                          if ((player2.stickIsSword() && !
    player1.stickIsSword())) {
84                              player1.kill();
85                          }
86                          break;
87                      case Actions.BLOCK:
```

```
 88                              this.pokeBlock(player1, player2);
 89                              break;
 90                          }
 91                      break;
 92                  case Actions.BLOCK:
 93                      switch (player2Action) {
 94                          case Actions.SHARPEN:
 95                              this.sharpenBlock(player2,
     player1);
 96                              break;
 97                          case Actions.POKE:
 98                              this.pokeBlock(player2, player1);
 99                              break;
100
101                          case Actions.BLOCK:
102                              break;
103                          }
104                      break;
105              }
106
107          return player1.isDead() || player2.isDead();
108      }
```