```java
110  private void sharpenPoke(Caveman one, Caveman other){
111          if (other.stickIsSword()) {
112              one.kill();
113          } else if(!other.weaponIsBlunt()){
114              one.loseHealth();
115          }
116
117          one.sharpenStick();
118
119          other.abradeStick();
120      }
121
122      private void sharpenBlock(Caveman one, Caveman other)
    {
123          one.sharpenStick();
124      }
125
126      private void pokeBlock(Caveman one, Caveman other) {
127          one.abradeStick();
128          if (one.stickIsSword()) {
129              other.kill();
130          }
131      }
```