```
(RPAQQ TRAVELERCOMS
       ((DECLARE%: DONTCOPY (PROP MAKEFILE-ENVIRONMENT TRAVELER))
        (* Copyright (c)
         1983 by Xerox Corporation.)
        (* * File for a Traveler. -- A very simple automatic player for TRUCKIN.)
        (* TRUCKIN is a mini-expert system for teaching knowledge representation techniques in the Loops
          programming system. Truckin provides a simple simulation environment for novice Loops users in which
          small bodies of knowledge can be created and tested interactively. Knowledge in Truckin is in the
          form of rules for controlling a game piece to "maximize profit.")
        (CLASSES * TRAVELERCLASSES)
        (METHODS Traveler.BuyGas Traveler.FindStoppingPlace Traveler.GoToStoppingPlace Traveler.TakeTurn)
        (FNS)
        (INSTANCES)))

(DECLARE%: DONTCOPY

(PUTPROPS TRAVELER MAKEFILE-ENVIRONMENT (:PACKAGE "IL" :READTABLE "INTERLISP" :BASE 10))
)
```

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(* * File for a Traveler. -- A very simple automatic player for TRUCKIN.)

(* * TRUCKIN is a mini-expert system for teaching knowledge representation techniques in the Loops programming system. Truckin provides a simple simulation environment for novice Loops users in which small bodies of knowledge can be created and tested interactively. Knowledge in Truckin is in the form of rules for controlling a game piece to "maximize profit.")

```
(RPAQQ TRAVELERCLASSES (Traveler))

(DEFCLASSES Traveler)

(DEFCLASS Traveler (MetaClass PlayerMeta doc "A Traveler is a player who tours back and forth between UnionHall
                          and AlicesRestaurant, buying gasoline and getting weighed as needed. Example of a very
                          simple automated playerthat does not compete very knowledgeably to win." Edited%:
                                            (* mjs%: "18-FEB-83 10:53"))
        (Supers Player)
        (InstanceVariables (destination NIL doc "Current destination. Either AlicesRestaurant or the UnionHall.")
                (direction NIL doc "Forward or Backward direction of travel on the highway.")
                (stoppingPlace NIL doc "Place to stop enroute to destination.")))

(\BatchMethodDefs)
```