SD\_Interpreter Description

This sequence begins when the GameMaster class calls the Interpreter’s play(Robot) function. The Interpreter will call setRobot() to tell the InterpreterFunctions which Robot should be modified. It will then call the lookup function to load the initial Forth code for the Robot’s play function. The Interpreter will then perform a sequence of actions in a loop. It will move through the body of code and call the corresponding robot functions. If the current word is not defined as an InterpreterFunctions function, it will use lookUp() to find the Robot’s definition for that word. That definition will be returned to the Interpreter so that it can process it before returning to the function that called for the lookup. The Interpreter’s play() function will return once all of the Forth code has been interpreted and the GameMaster will regain control of the program.