

Interpreter Style

Mobile Code

Lunar Lander Example

- One client Web browser downloads **code-on-demand** in the form of a Lunar Lander game applet via HTTP.
- A second browser loads a JavaScript Lunar Lander.
- A third uses some other form that is not detailed.
- Thus, all the game logic (i.e. code) moves to the client machines, freeing the server's computing resources.
- Each client machine maintains the game state independently of other clients.

