

```
CODE> a1 y rtn
CODE> a0 x rtn
CODE> b0 z rtn
CODE> ; rtn
: b b0 ;
: a a0 a1 ;
: test a b ;
```

Ok> test

		return stack	operations
(execute test)	save a	a -	. Push(first word)
get a		-	. Pop
test_docolon(exectue a)	save b	b -	. Push(next word)
a_docolon(execute a0)	save a1	b a1 -	. Push(next word)
a0_docode(run x)			
a0_docode(run rtn(x) == get a1)		b -	. Pop
a_docolon(execute a1)	save exit(a)	b ;a -	. Push(next word)
a1_docode(run y)			
a1_docode(run rtn(y) == get ;)			. Pop
a_docolon(execute ;a)		b -	. Push(next word)
;a_docode(run rtn(;a) == get b)		-	. Pop
test_docolon(execute b)	save ;test	;test -	. Push(next word)
b_docolon(execute b0)	save ;b	;test ;b -	. Push(next word)
b0_docode(run z)		;test ;b -	.
b0_docode(run rtn(z) == get ;b)		;test ;b -	. Pop
b_docolon(execute ;b)		;test	. Push(next word)
;b_docode(run rtn(;b) == get ;test)		-	. Pop
test_docolon(execute ;(test))			. Push(next word)
;test_docode(run rtn(;test) == get stack empty)		-	. Pop
test == done			

Notes:

```
_docolon  push <next> item to execute on the stack
           run _docolon on <this> item
           continue (_docolons)*n nesting into the word
           when a _docode is reached
             do the <code>
             do the <rtn>
             PopR readies for repeat of _docolon until stack is empty
```