

Package `ass3.mygame`

Class `CommandWords`

`java.lang.Object`
`ass3.mygame.CommandWords`

```
public class CommandWords
extends java.lang.Object
```

List of valid command words.

Version:

5.0

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Constructor Summary

Constructors

Constructor	Description
<code>CommandWords ()</code>	Constructor of <code>CommandWords</code> class.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
<code>boolean</code>	<code>isCommand (java.lang.String aString)</code>	Check whether a given <code>String</code> is a valid command word.
<code>void</code>	<code>showAll ()</code>	Print all valid commands to <code>System.out</code> .

Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`,
`toString`, `wait`, `wait`, `wait`

Constructor Details

CommandWords

```
public CommandWords()
```

Constructor of CommandWords class.

Method Details

isCommand

```
public boolean isCommand(java.lang.String aString)
```

Check whether a given String is a valid command word.

Parameters:

`aString` - The command word string.

Returns:

true if it is, false if it isn't.

showAll

```
public void showAll()
```

Print all valid commands to System.out.