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Package `ass3.mygame`

Class Parser

`java.lang.Object`
`ass3.mygame.Parser`

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

This class is part of the "World of Zuul" application. "World of Zuul" is a very simple, text based adventure game. This parser reads user input and tries to interpret it as an "Adventure" command. Every time it is called it reads a line from the terminal and tries to interpret the line as a two word command. It returns the command as an object of class `Command`. The parser has a set of known command words. It checks user input against the known commands, and if the input is not one of the known commands, it returns a command object that is marked as an unknown command.

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Author:

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Constructor Summary

Constructors

Constructor	Description
<code>Parser ()</code>	Create a parser to read from the terminal window.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
<code>Command</code>	<code>getCommand ()</code>	
<code>void</code>	<code>showCommands ()</code>	Print out a list of valid command words.

Methods inherited from class java.lang.Object

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

Constructor Details

Parser

```
public Parser()
```

Create a parser to read from the terminal window.

Method Details

getCommand

```
public Command getCommand()
```

Returns:

The next command from the user.

showCommands

```
public void showCommands()
```

Print out a list of valid command words.