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| TEA PRIMITIVE | SEMANTICS |
| J: | |  |  | | --- | --- | | NAME | Jump | | PURPOSE | Jump across the TEA program | | SYNTAX  & SEMANTICS | |  | | --- | | j: | | INERT | | j:LABEL | | Unconditionally jump to the location in the program under the label LABEL. | | j!: | | Return to the Start of the TEA Program | | j!: PARAM | | INERT (or rather*, don’t jump!*) | |  | | NOTES | This command is one of the few flow-control instructions in a TEA program ( the others are f: and q: )  j!: (like q!:) is one of few branching commands in TEA that does useful work without any label or block references. Some illustrative examples follow…  i!:TEST | r:T:P | z:  f:PEST:A  j:B  l:A | x!:-KILL | q!:  l:B  x!:-OK  Should return “PEST-KILL” if instruction#2 replaces only the first occurrence of T in the AI, otherwise will return “PESP-OK”. Note that in this example program, we see two ways to jump using labels in TEA; the first (line#2, instruction#4) using the Fork instruction, while instruction#5 uses the canonical Jump instruction. |  | |