

File created: 11-May-93 16:22:08 {DSK}<usr>local>Ide>loops>system>TRUCKINP.;2

previous date: 17-Dec-87 08:28:32 {POGO:AISNORTH:XEROX}<LOOPSCORE>LYRIC>USERS>TRUCKIN>TRUCKINP.;3

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

::  
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### (RPAQQ TRUCKINPCOMS

((DECLARE%: DONTCOPY (PROP MAKEFILE-ENVIRONMENT TRUCKINP))

; Copyright (c) 1983 by Xerox Corporation.

:: Generic Players and Trucks for the TRUCKIN game. TRUCKIN is a mini-expert system for teaching knowledge representation techniques in  
;; the Loops programming system. Truckin provides a simple simulation environment for novice Loops users in which small bodies of  
;; knowledge can be created and tested interactively. Knowledge in Truckin is in the form of rules for controlling a game piece to maximize  
;; profit.

; Written in January 1983 by the Loops Group -- Daniel Bobrow,  
; Sanjay Mittal, and Mark Stefik.  
; System classes for Players. Includes an interactive manual  
; player.

(CLASSES \* TRUCKINPCLASSES)  
(VARS \* TRUCKINPVARS)

; Kinds of Trucks.

(CLASSES \* Trucks)

; Bandit Classes

(CLASSES \* BANDITCLASSES)

; Lisp Fns.

(FNS \* TRUCKINPFNS)

(METHODS Bandit.CanBuy Bandit.NewInstance Bandit.SelectTruck BanditCar.VisitUnionHall BanditCarMeta.New  
GasPlayer.NewInstance GasPlayer.SelectTruck InteractivePlayer.Interact  
InteractivePlayer.PositionWindow InteractivePlayer.TakeTurn Player.Buyers Player.CheckTruck  
Player.NewInstance Player.RemovePlayer Player.SelectTruck Player.SetUpGauges Player.Show  
Player.StartGame Player.Summarize Player.TakeTurn PlayerMeta.TurnOff PlayerMeta.TurnOn  
RemotePlayer.NewInstance RemotePlayer.Summarize SystemPlayer.CanBuy SystemPlayer.CanBuyFuel  
SystemPlayer.CheckTruck SystemPlayer.Initialize SystemPlayer.MakeIcon SystemPlayer.MakeIcons  
SystemPlayer.NewInstance SystemPlayer.SetUpPlayer))

(DECLARE%: DONTCOPY

(PUTPROPS TRUCKINP MAKEFILE-ENVIRONMENT (:PACKAGE "IL" :READTABLE "INTERLISP" :BASE 10))  
)

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;; programming system. Truckin provides a simple simulation environment for novice Loops users in which small bodies of knowledge can be created  
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:: System classes for Players. Includes an interactive manual player.

(RPAQQ TRUCKINPCLASSES (GasPlayer InteractivePlayer Player PlayerMeta RemotePlayer SystemPlayer))

(DEFCLASSES GasPlayer InteractivePlayer Player PlayerMeta RemotePlayer SystemPlayer)

(DEFCLASS GasPlayer (MetaClass GameClass doc "SystemPlayer used to refresh qty at GasStations." Edited%:  
(\* sm%: "28-JUN-83 14:14"))

(Supers SystemPlayer))

(DEFCLASS InteractivePlayer (MetaClass PlayerMeta doc "Specialization of Player used for debugging. Pops up an  
interactive window for getting the Player moves directly from the the mouse  
instead of using knowledge encoded in rules." Edited%:  
(\* sm%: "5-JUL-83 18:47"))

(Supers Player)

(ClassVariables (UnChangedIVs (name driver truck icon reverseIcon window x y)  
doc "list of IVs not to be changed")

(Handicap 600000 doc "Free time allowed to compensate for slowness"))

(InstanceVariables (window NIL doc "Window in which User interaction takes place." dontSave Value)  
(x NIL doc "x Origin of interaction window")  
(y NIL doc "y Origin of interaction window."))

(DEFCLASS Player (MetaClass PlayerMeta doc "Participant in the Truckin Simulation." Edited%:  
(\* sm%: "16-SEP-83 15:42"))

(Supers SystemPlayer)

(ClassVariables (Handicap 0 doc "Free time allowed to compensate for slowness"))

(InstanceVariables (timeUsed 0 DefaultGauge LCD doc "total time used so far")

(movesMade 0 DefaultGauge LCD doc "actual number of moves made. Used by TimeGameMaster")

(pendingRequest NIL inProcess NIL whenSent 0 doc "pending request. inProcess - is the request  
already sent to Master for processing. whenSent - time when process sent in IDATE form")

(maxMove 0 doc "maxMove that can be made in current attempt")

(processHandle NIL doc "process handle for the player's UserProcess")

(startedAt 0 doc "CLOCK time when player process was last started")

```
(unchargedTime 0 doc "time not charged for in a given move")  
(wakeReason NIL doc "value to be returned when player process is resumed")  
(staySuspend NIL doc "set to T when player suspended pending request completion")  
(schCount 0 doc "number of times player was scheduled")  
(remoteMachine NIL doc "name of mc on which running"))
```

```
(DEFCLASS PlayerMeta (MetaClass GameMetaClass doc "MetaClass for Player. Provides interactive method for  
defining new players." Edited%: (* mjs%:"16-MAR-83 16:19")  
(Supers GameClass))
```