

File created: 18-Jul-88 19:11:56 {POGO:AINORTH:XEROX}<LOOPSCORE>TRUCKIN>PLAYERS>HOUSEPLAY
ER.;3

changes to: (METHODS HousePlanner.UnionHall HousePlayer.RateGasStations HousePlayer.RateConsumers
HousePlayer.RateProducers HousePlayer.TakeTurn HousePlayer.SellGoods
HousePlayer.RateSpotsNearAlices HousePlayer.MaxPurchase HousePlayer.GoToStoppingPlace
HousePlayer.FindStoppingPlace HousePlanner.TakeTurn HousePlanner.SetGoal
HousePlanner.RateProducers HousePlanner.RateGasStations HousePlanner.RateConsumers
HousePlanner.GoToStoppingPlace HousePlanner.FindStoppingPlace)
(VARS HOUSEPLAYERCOMS)
(CLASSES HousePlayer HousePlanner)

previous date: 15-Jul-88 16:09:26 {POGO:AINORTH:XEROX}<LOOPSCORE>TRUCKIN>PLAYERS>HOUSEPLAYER.;2

Read Table: INTERLISP

Package: INTERLISP

Format: XCCS

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(RPAQQ HOUSEPLAYERCOMS

```
((DECLARE%: DONTCOPY (PROP MAKEFILE-ENVIRONMENT HOUSEPLAYER))
 (INSTANCES)
 (CLASSES HousePlanner HousePlayer)
 (FNS)
 (METHODS HousePlanner.FindStoppingPlace HousePlanner.GoToStoppingPlace HousePlanner.RateConsumers
 HousePlanner.RateGasStations HousePlanner.RateProducers HousePlanner.SetGoal
 HousePlanner.TakeTurn HousePlanner.UnionHall HousePlayer.FindStoppingPlace
 HousePlayer.GoToStoppingPlace HousePlayer.MaxPurchase HousePlayer.RateConsumers
 HousePlayer.RateGasStations HousePlayer.RateProducers HousePlayer.RateSpotsNearAlices
 HousePlayer.SellGoods HousePlayer.TakeTurn)))
```

(DECLARE%: DONTCOPY

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

(DEFCLASSES HousePlanner HousePlayer)

(DEFCLASS HousePlanner (MetaClass PlayerMeta Edited%: (* sm%: "26-JUL-83 14:19"))
(Supers Planner)
(InstanceVariables (horizon 0 doc "how far to look in deciding on stopping place")))

(DEFCLASS HousePlayer (MetaClass PlayerMeta Edited%: (* sm%: "26-JUL-83 13:23"))
(Supers Traveler)
(InstanceVariables (goal Peddle)
(destination NIL doc "Current destination.")
(direction NIL doc "Forward or Backward direction of travel on the highway.")
(alices NIL doc "Instance of Alices chosen for end game.")
(cashReserve 1000 doc "Minimum cash to keep on hand.")))

(\BatchMethodDefs)