

```

1 // fo1/6/juno/ShellCommandTable.java (version 6)
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5
6 import java.util.*;
7
8 /**
9  * A ShellCommandTable object maintains a dispatch table of
10 * ShellCommand objects keyed by the command names used to invoke
11 * them.
12 *
13 * To add a new shell command to the table, install it from
14 * method fillTable().
15 *
16 * @see ShellCommand
17 *
18 * @version 6
19 */
20
21 public class ShellCommandTable
22 {
23     private Map table = new TreeMap();
24
25     /**
26      * Construct and fill a shell command table.
27      */
28
29     public ShellCommandTable()
30     {
31         fillTable();
32     }
33
34     /**
35      * Get a ShellCommand, given the command name key.
36      *
37      * @param key the name associated with the command we're
38      * looking for.
39      *
40      * @return the command we're looking for, null if none.
41      */
42
43     public ShellCommand lookup( String key )
44     {
45         return (ShellCommand)table.get( key );
46     }
47
48     /**
49      * Get an array of the command names.
50      *
51      * @return the array of command names.
52      */
53
54     public String[] getCommandNames()
55     {
56         return (String[]) table.keySet().toArray( new String[0] );

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57     }
58
59     // Associate a command name with a ShellCommand.
60
61     private void install( String commandName, ShellCommand command )
62     {
63         table.put( commandName, command );
64     }
65
66     // Fill the dispatch table with ShellCommands, keyed by their
67     // command names.
68
69     private void fillTable()
70     {
71         install( "newfile", new NewFileCommand() );
72         install( "type", new TypeCommand() );
73         install( "mkdir", new MkdirCommand() );
74         install( "help", new HelpCommand() );
75     }
76 }

```