

Re: Could I put commands in a variable

Source: <http://coding.derkeiler.com/Archive/Perl/perl.beginners/2004-02/0918.html>

From: Joel (*Trag16_at_hotmail.com*)

Date: 02/20/04

To: "Perl Beginners" <beginners@perl.org>

Date: Fri, 20 Feb 2004 08:20:24 -0500

Thanks.

What does "ne" mean? It's not listed in functions in the documentation.

Joel

----- Original Message -----

From: "Daniel Staal" <DStaal@usa.net>

To: "Perl Beginners" <beginners@perl.org>

Sent: Thursday, February 19, 2004 9:54 PM

Subject: Re: Could I put commands in a variable

> --As of Thursday, February 19, 2004 6:31 PM -0500, Joel is alleged to have
> said:

>

> > Here it is. Okay so it isn't tommorow. I shortened it a bit, but its the
> > same really.

>

> --As for the rest, it is mine.

>

> Here's a first approximation of a rewrite. ;-) (Major problem: it always
> asks what you want to do twice...)

>

> This version keeps track of the state of the game, and uses that to guide
> the flow. Note that I actually did put commands in a variable...

>

> However, now each location you can go to is entirely independent of any
> other.

>

> I'm sure this can be simplified. It's just the first treatment I thought
> of.

>

> Daniel T. Staal

>

> -----

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