**World of Zuul JavaDoc (i.e., specification) for CommandWords.java:**

/\*\*

 \* This class holds an enumeration of all command words known to the game.

 \* It is used to recognise commands as they are typed in.

 \*/

 /\*\*

 \* Constructor - initialise the command words.

 \*/

 /\*\*

 \* getCommand: Return the string version of this CommandWord

 \*/

 /\*\*

 \* getCommandWord: Find the CommandWord associated with a command word.

 \* **@param** commandWord The word to look up.

 \* **@return** The CommandWord correspondng to commandWord, or UNKNOWN

 \* if it is not a valid command word.

 \*/

 /\*\*

 \* isCommand: Check whether a given String is a valid command word.

 \* **@return** true if it is, false if it isn't.

 \*/

 /\*\*

 \* showAll: Print all valid commands to System.out.

 \*/

 /\*\*

 \* toString: Return the string version of this CommandWord

 \*/