**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

\*/