```
  class VraagAankomstStationQuestion extends Question
  {
    private static law: string; // last accepted words
    public static get LAW (): string { return VraagAankomstStationQuestion.law; }
    public setLaw (): void { VraagAankomstStationQuestion.law = this.AcceptedWords; }
    private datum: Date;

    constructor (dialog: BaseDialog, wordNo: number)
    {
      super (dialog, wordNo);
      this.exportVarIndices = [1];
      this.states = new Array<State> (21);
      this.a_name = "VraagAankomstStation";
      this.a_index = 0;
      this.a_seqNo = 0;
      this.dialog.ActorEnabled [0] = true;
      this.prerequisites = [];
      this.activitySet = [0];
      this.questionNo = 0;
      this.digrams =
      [
        0, 6, 2, 18, 20, 21, 24, 19, // possible words (6) after ^: ? ik moet naar station wil
        13, 3, 25, 22, 26, // possible words (3) after aankomen: in op te
        18, 2, 20, 19, // possible words (2) after ik: moet wil
        25, 2, 2, 24, // possible words (2) after in: ? station
        20, 33, 1, 13, 54, 95, 60, 62, 82, 55, 80, 59, 38, 51, 91, 21, 92, 79, 78, 22, 53, 52, 23, 35, 15, 94,
50, 93, 90, 11, 56, 63, 61, 64, 58, // possible words (33) after moet: # aankomen aanstaande avonds dinsdag donderdag
half komende kwart maandag middags morgen morgens naar nachts nu om op over overmorgen reizen s van vanavond vandaag
vanmiddag vanochtend vertrekken volgende vrijdag woensdag zaterdag zondag
        21, 2, 2, 24, // possible words (2) after naar: ? station
        22, 18, 1, 2, 54, 60, 62, 55, 59, 51, 22, 53, 52, 24, 50, 56, 63, 61, 64, 58, // possible words (18) after
op: # ? aanstaande dinsdag donderdag komende maandag morgen op over overmorgen station vandaag volgende vrijdag
woensdag zaterdag zondag
        23, 1, 21, // possible words (1) after reizen: naar
        15, 2, 2, 24 // possible words (2) after van: ? station
      ];

      this.states [0] = new State (0, 1, false);
      this.states [0].Transitions [0] = new CodeSnippetTransition (1, 1);
      this.states [0].Closure = [2, 18, 19, 20, 21, 24];
```

```
        this.states [1] = new State (1, 5, false);
        this.states [1].Transitions [0] = new WordTransition (2, this.lexicon, [18]); /*ik*/
        this.states [1].Transitions [1] = new WordTransition (19, this.lexicon, [20]); /*moet*/
        this.states [1].Transitions [2] = new WordTransition (5, this.lexicon, [21]); /*naar*/
        this.states [1].Transitions [3] = new WordTransition (19, this.lexicon, [19]); /*wil*/
        this.states [1].Transitions [4] = new CodeSnippetTransition (6, 2);
        this.states [1].Closure = [2, 18, 19, 20, 21, 24];
        this.states [2] = new State (2, 2, false);
        this.states [2].Transitions [0] = new WordTransition (3, this.lexicon, [20]); /*moet*/
        this.states [2].Transitions [1] = new WordTransition (3, this.lexicon, [19]); /*wil*/
        this.states [2].Closure = [19, 20];
        this.states [3] = new State (3, 8, false);
        this.states [3].Transitions [0] = new WordTransition (4, this.lexicon, [13]); /*aankomen*/
        this.states [3].Transitions [1] = new WordTransition (9, this.lexicon, [21]); /*naar*/
        this.states [3].Transitions [2] = new WordTransition (11, this.lexicon, [22]); /*op*/
        this.states [3].Transitions [3] = new WordTransition (15, this.lexicon, [23]); /*reizen*/
        this.states [3].Transitions [4] = new WordTransition (16, this.lexicon, [15]); /*van*/
        this.states [3].Transitions [5] = new WordTransition (15, this.lexicon, [11]); /*vertrekken*/
        this.states [3].Transitions [6] = new CodeSnippetTransition (12, 3);
        this.states [3].Transitions [7] = new CodeSnippetTransition (18, 5);
        this.states [3].Closure = [1, 11, 13, 15, 21, 22, 23, 35, 38, 50, 51, 52, 53, 54, 55, 56, 58, 59, 60, 61,
62, 63, 64, 78, 79, 80, 82, 90, 91, 92, 93, 94, 95];
        this.states [4] = new State (4, 3, false);
        this.states [4].Transitions [0] = new WordTransition (5, this.lexicon, [25]); /*in*/
        this.states [4].Transitions [1] = new WordTransition (8, this.lexicon, [22]); /*op*/
        this.states [4].Transitions [2] = new WordTransition (5, this.lexicon, [26]); /*te*/
        this.states [4].Closure = [22, 25, 26];
        this.states [5] = new State (5, 1, false);
        this.states [5].Transitions [0] = new CodeSnippetTransition (6, 2);
        this.states [5].Closure = [2, 24];
        this.states [6] = new State (6, 1, false);
        this.states [6].Transitions [0] = new CodeSnippetTransition (7, 8);
        this.states [7] = new State (7, 0, true);
        this.states [8] = new State (8, 2, false);
        this.states [8].Transitions [0] = new WordTransition (5, this.lexicon, [24]); /*station*/
        this.states [8].Transitions [1] = new CodeSnippetTransition (6, 2);
        this.states [8].Closure = [2, 24];
        this.states [9] = new State (9, 2, false);
        this.states [9].Transitions [0] = new CodeSnippetTransition (10, 2);
        this.states [9].Transitions [1] = new CutTransition (5);
```

```
81          this.states [9].Closure = [2, 24];
82          this.states [10] = new State (10, 1, false);
83          this.states [10].Transitions [0] = new CodeSnippetTransition (6, 7);
84          this.states [11] = new State (11, 1, false);
85          this.states [11].Transitions [0] = new CodeSnippetTransition (12, 3);
86          this.states [11].Closure = [1, 22, 50, 51, 52, 53, 54, 55, 56, 58, 59, 60, 61, 62, 63, 64];
87          this.states [12] = new State (12, 1, false);
88          this.states [12].Transitions [0] = new CodeSnippetTransition (13, 4);
89          this.states [12].Closure = [1, 11, 13, 15, 21, 23, 35, 38, 53, 78, 79, 80, 82, 90, 91, 92, 93, 94, 95];
90          this.states [13] = new State (13, 6, false);
91          this.states [13].Transitions [0] = new WordTransition (4, this.lexicon, [13]); /*aankomen*/
92          this.states [13].Transitions [1] = new WordTransition (14, this.lexicon, [21]); /*naar*/
93          this.states [13].Transitions [2] = new WordTransition (15, this.lexicon, [23]); /*reizen*/
94          this.states [13].Transitions [3] = new WordTransition (16, this.lexicon, [15]); /*van*/
95          this.states [13].Transitions [4] = new WordTransition (15, this.lexicon, [11]); /*vertrekken*/
96          this.states [13].Transitions [5] = new CodeSnippetTransition (18, 5);
97          this.states [13].Closure = [1, 11, 13, 15, 21, 23, 35, 38, 53, 78, 79, 80, 82, 90, 91, 92, 93, 94, 95];
98          this.states [14] = new State (14, 1, false);
99          this.states [14].Transitions [0] = new CodeSnippetTransition (10, 2);
100         this.states [14].Closure = [2, 24];
101         this.states [15] = new State (15, 1, false);
102         this.states [15].Transitions [0] = new WordTransition (14, this.lexicon, [21]); /*naar*/
103         this.states [15].Closure = [21];
104         this.states [16] = new State (16, 1, false);
105         this.states [16].Transitions [0] = new CodeSnippetTransition (17, 6);
106         this.states [16].Closure = [2, 24];
107         this.states [17] = new State (17, 4, false);
108         this.states [17].Transitions [0] = new WordTransition (4, this.lexicon, [13]); /*aankomen*/
109         this.states [17].Transitions [1] = new WordTransition (14, this.lexicon, [21]); /*naar*/
110         this.states [17].Transitions [2] = new WordTransition (15, this.lexicon, [23]); /*reizen*/
111         this.states [17].Transitions [3] = new WordTransition (15, this.lexicon, [11]); /*vertrekken*/
112         this.states [17].Closure = [11, 13, 21, 23];
113         this.states [18] = new State (18, 5, false);
114         this.states [18].Transitions [0] = new WordTransition (4, this.lexicon, [13]); /*aankomen*/
115         this.states [18].Transitions [1] = new WordTransition (14, this.lexicon, [21]); /*naar*/
116         this.states [18].Transitions [2] = new WordTransition (15, this.lexicon, [23]); /*reizen*/
117         this.states [18].Transitions [3] = new WordTransition (16, this.lexicon, [15]); /*van*/
118         this.states [18].Transitions [4] = new WordTransition (15, this.lexicon, [11]); /*vertrekken*/
119         this.states [18].Closure = [11, 13, 15, 21, 23];
120         this.states [19] = new State (19, 1, false);
```

```
121         this.states [19].Transitions [0] = new WordTransition (20, this.lexicon, [21]); /*naar*/
122         this.states [19].Closure = [21];
123         this.states [20] = new State (20, 1, false);
124         this.states [20].Transitions [0] = new CutTransition (5);
125         this.states [20].Closure = [2, 24];
126       }
127
128       protected async runCodeSnippet (snippetNo: number)
129       {
130         let result: boolean = true;
131         switch (snippetNo)
132         {
133           case 0:
134           {
135             this.questionText = [];
136             this.questionText.push (this.dialog.getLangString ('vraagAankomstStation'));
137             return result;
138           }
139           case 1:
140           {
141             this.datum = Date.today ();
142             return result;
143           }
144           case 2:
145           {
146             let stationsnaamPattern: StationsnaamPattern = new StationsnaamPattern (this.dialog, this.wordNo);
147             if (result = await stationsnaamPattern.match (this.a_words, ++this.rd))
148             {
149               this.z_z.Astat = stationsnaamPattern.naam;
150               this.dialog.setSet (1);
151               this.wordNo = stationsnaamPattern.wordNo;
152             }
153             return result;
154           }
155           case 3:
156           {
157             let datumPattern: DatumPattern = new DatumPattern (this.dialog, this.wordNo);
158             if (result = await datumPattern.match (this.a_words, ++this.rd))
159             {
160               this.datum = datumPattern.datum;
```

```
161             this.z_z.datumString = datumPattern.datumString;
162             this.z_z.dagNaam = datumPattern.dagNaam;
163             this.wordNo = datumPattern.wordNo;
164           }
165           return result;
166         }
167         case 4:
168         {
169           this.z_z.Reisdatum = this.datum;
170           this.dialog.setUnc (2, null);
171           return result;
172         }
173         case 5:
174         {
175           let tijdPattern: TijdPattern = new TijdPattern (this.dialog, this.wordNo);
176           tijdPattern.isToday = this.datum.getTime () == Date.today ().getTime ();
177           if (result = await tijdPattern.match (this.a_words, ++this.rd))
178           {
179             this.z_z.Reistijdstip = tijdPattern.tijd;
180             this.dialog.setUnc (3, tijdPattern.AcceptedWords);
181             this.z_z.tijdString = tijdPattern.tijdString;
182             this.wordNo = tijdPattern.wordNo;
183           }
184           return result;
185         }
186         case 6:
187         {
188           let stationsnaamPattern: StationsnaamPattern = new StationsnaamPattern (this.dialog, this.wordNo);
189           if (result = await stationsnaamPattern.match (this.a_words, ++this.rd))
190           {
191             this.z_z.Vstat = stationsnaamPattern.naam;
192             this.dialog.setUnc (0, stationsnaamPattern.AcceptedWords);
193             this.wordNo = stationsnaamPattern.wordNo;
194           }
195           return result;
196         }
197         case 7:
198         {
199           if (this.z_z.allSubsetExportVarsInState (ExportVarState.Set, 3))
200           {
```

```
201               this.z_z.V_of_A = true;
202               this.dialog.setUnc (4, null);
203             }
204             return result;
205           }
206           case 8:
207           {
208             if (this.z_z.allSubsetExportVarsInState (ExportVarState.Unk, 2) &&
209   this.z_z.allSubsetExportVarsInState (ExportVarState.Set, 3))
210             {
211               this.z_z.Reisdatum = Date.today ();
212               this.dialog.setUnc (2, null);
213             }
214             return result;
215           }
216           default:
217             return result;
218         }
219       }
220
221       protected backupVarValues ()
222       {
223         this.z_z.pushGlobalVars (this.varStack);
224         this.varStack.push (this.z_z.Astat == null ? null : _.cloneDeep (this.z_z.Astat));
225         this.z_z.pushExportVarState (this.varStack, 1);
226         this.varStack.push (this.datum);
227         this.varStack.push (_.cloneDeep (this.dialog.Actions));
228       }
229
230       protected restoreVarValues ()
231       {
232         this.dialog.Actions = <Array<IAction>>this.varStack.pop ();
233         this.datum = <Date>this.varStack.pop ();
234         this.z_z.popExportVarState (this.varStack, 1);
235         this.z_z.Astat = <string []>this.varStack.pop ();
236         this.z_z.popGlobalVars (this.varStack);
237       }
238     }
239
```