```
            create a new goal from the contents of the message and

            run a new graph with the goal as input

        otherwise

            add message to the messageQueue

5           wakeup();

        }

    }



    void wakeup() {

10      remove all nodes from the messageWaitQueue and add

        to the executionQueue

    }



    void waitForMsg(Node node) {

15      add node to messageWaitQueue

    }



    Vector replyReceived(String key) {

        find the set S of all messages in the messageQueue

20      with key field = key

        messageQueue = messageQueue - S

        return S

    }
```

25   The following code fragments describe the basic behaviour of a node. Note that in defining a new node only the *exec()* and *backtrack()* functions need to be defined. The other functions below describe how nodes interact with the engine and arcs.

```
30  String[] arcs // the list of arcs from this mode
```