

```
String[] nodes // the list of node pointed to by the arcs
Node  previous_node // the previous node in the chain
Graph  graph // the graph which led to the instantiation of this node
int  state // the current state of this node
5  int  current_arc // the current arc awaiting execution
Object data // data describing the current state on which this node acts

void run(Engine engine) {
10
    switch(state) {
        case READY:
            if ( !graph.allow_exec() )
                // the graph.allow_exec() asks the graph if execution of this node is
15  allowed
                fail(engine,false,"Exec refused by graph");
            else
                switch( exec() ){
                    case OK:
20                    state = RUNNING;
                    engine.add(this);
                    break;
                    case WAIT:
                        engine.waitForMsg(this);
25                    break;
                    case FAIL:
                        fail(engine,false,"Node exec failed");
                        break;
                }
    }
```