

What is claimed is:

1. A system for implementing script operation in preset embedded system, which is applied to an intelligent robot, comprising:

- a virtual machine, configured for interpret and execute scripts;

- a thread pool, configured to store instances of the virtual machine associated with a script task;

- a management unit, connected to the thread pool and the virtual machine, configured to store the script into the thread pool, the script being instantiated by the virtual machine based on the script task received, and configured to dispatch threads in the thread pool correspondingly based on default strategies;

- a global table, connected to the thread pool, configured to store identifying information of the thread which is corresponding to the script task interrupted due to the dispatch by the management unit;

- a matching unit, connected to the management unit and the global table, configured to find out whether a record matching the current script task exists in the global table, if exists, informing the management unit to dispatch and execute corresponding threads in the record;

- to judge whether the management unit has received default system messages in preset intervals, and the default system messages are several messages preset by the system, with higher priorities than executing thread; when the management unit has received a system

message, it is necessary to interrupt the thread corresponding to executing script task and store status of the thread to the thread pool and store the identifying information of the thread to the global table, while management unit stores interrupted script task, executing the system message;

when the interrupted script task is transmitted to the management unit, the matching unit inquires if there are any records that match with one record of the script task in the global table ; if there is, it informs the management unit to dispatch the threads in matching record accordingly, then executes them.

2. The system as claimed in Claim 1, further comprising:

an execution unit, connected to the thread pool, configured to execute the corresponding threads in the thread pool based on the dispatch by the management unit.