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2) Interface agent

An interface agent can be thought of as an individual partner. Interface agent are normally self-sufficient specialists, equipped for learning so as to do assignments in the interest of a human client. Commonly, interface agents team up with the client, however don't have to work together with different agents; in spite of the fact that now and again, interface agents learn by seeking advice of other agents.

For instance Kasbah is a market framework where every client has a agent. The client programs the agent with a purchasing conduct profile, and the operator consults to purchase and sell things for the client. Results: Users needed increasingly "human like" arrangement from the agents, generally welcomed.

Sardine is a closeout agent that endeavors to buy an aircraft ticket for the client, in light of some predetermined inclinations. The client's agent consults with movement specialists to verify the best arrangement.

3) Mobile agents

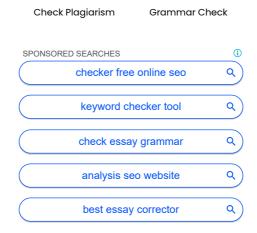
Mobile agents are those skilled of "moving" from one spot to another. In the instance of portable robots, this truly implies moving in physical space. On account of portable programming agents, this portability for the most part refers to the Internet or other network.

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