

1. My own agent was wolves: The more deer, the more wolves that eat the deer and so the deer go down and the grain goes up and so then the deer go up and then the wolves, and then cycles.
2. My program is not functioning correctly for some reason (tested without my own agent as well and same result) The height will quickly head to 0 and the deer and wolves will follow suit. I set the initial height = 100 and deer = 40. I also switched to C and cm.

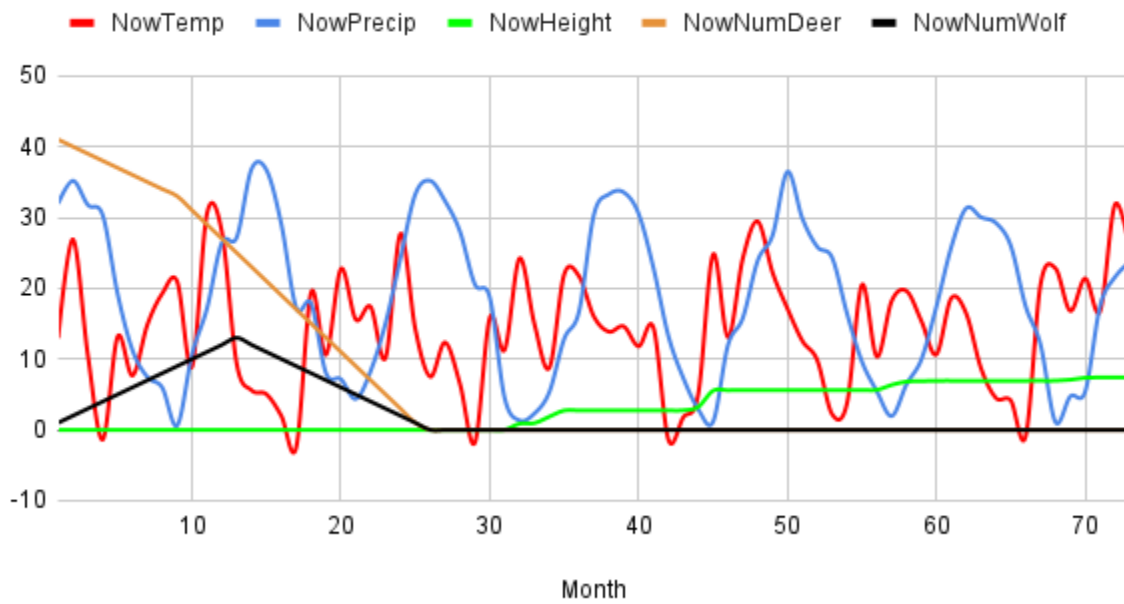
Month	NowTemp	NowPrecip	NowHeight	NowNumDeer	NowNumWolf
1	12.948005	31.955936	0	41	1
2	26.889614	35.177284	0	40	2
3	10.54048	31.767715	0	39	3
4	-1.375046	30.305182	0	38	4
5	13.166138	19.194534	0	37	5
6	7.673457	11.22971	0	36	6
7	14.864704	7.448713	0	35	7
8	19.260677	5.958445	0	34	8
9	20.949657	0.608586	0	33	9
10	8.920522	10.651516	0	31	10
11	30.52021	17.110016	0	29	11
12	27.988352	26.423664	0	27	12
13	9.311454	27.177696	0	25	13
14	5.583434	36.858166	0	23	12
15	5.033738	36.690979	0	21	11
16	1.967806	29.017891	0	19	10
17	-2.452444	17.24711	0	17	9
18	19.416855	17.837704	0	15	8
19	10.61821	8.011636	0	13	7
20	22.735916	7.157534	0	11	6
21	15.583583	4.371799	0	9	5
22	17.366806	8.324508	0	7	4
23	10.180417	15.06886	0	5	3
24	27.670668	24.24592	0	3	2
25	14.208142	33.289917	0	1	1
26	7.506684	35.178673	0	0	0

27	12.341204	32.294212	0	0	0
28	6.476091	28.005844	0	0	0
29	-1.806923	20.547138	0.000002	0	0
30	15.816923	18.699907	0.000338	0	0
31	11.32163	4.48646	0.000779	0	0
32	24.21899	1.326162	0.874173	0	0
33	14.941112	2.31597	0.947229	0	0
34	8.756183	5.325901	1.864822	0	0
35	21.970825	12.858512	2.737762	0	0
36	21.681786	16.749662	2.739726	0	0
37	15.961598	30.443619	2.739991	0	0
38	13.856672	33.267231	2.739991	0	0
39	14.607142	33.549419	2.739991	0	0
40	11.799731	30.525291	2.739991	0	0
41	14.399464	22.822048	2.739991	0	0
42	-1.393383	13.245764	2.740031	0	0
43	1.773937	7.317614	2.764814	0	0
44	4.991536	2.930144	3.23249	0	0
45	24.758118	1.141565	5.526849	0	0
46	13.06924	11.963247	5.588703	0	0
47	24.235268	15.802327	5.620012	0	0
48	29.440479	23.912006	5.620189	0	0
49	22.18882	27.489391	5.620189	0	0
50	17.108948	36.446285	5.620189	0	0
51	12.555317	29.835991	5.620189	0	0
52	9.825576	25.84177	5.62019	0	0
53	2.194103	24.304207	5.620198	0	0
54	3.765953	16.419479	5.620233	0	0
55	20.473139	9.637264	5.626461	0	0
56	10.334426	5.455243	5.641187	0	0
57	18.211948	1.949903	6.35121	0	0
58	19.605362	6.449367	6.812123	0	0
59	15.330819	9.972319	6.882392	0	0
60	10.655049	17.395882	6.933097	0	0
61	18.587568	25.79414	6.935506	0	0

62	16.459282	31.29406	6.935508	0	0
63	8.685039	30.02256	6.935508	0	0
64	4.492266	29.222061	6.935508	0	0
65	4.149939	25.988014	6.935509	0	0
66	-0.885237	17.436661	6.93552	0	0
67	20.554237	12.01738	6.938123	0	0
68	22.807243	1.098971	6.942912	0	0
69	16.799776	4.739653	7.075955	0	0
70	21.385365	5.414034	7.355608	0	0
71	16.752079	17.48069	7.413399	0	0
72	31.81678	21.581352	7.414139	0	0
73	25.489515	23.702847	7.414139	0	0

3.

## Backyard Growth



4. For the most part, the temperature and precip affect the other variables the most. They directly affect grain height; If height increases, the number of deer to eat the grain increases and then the number of wolves increases to eat the deer which would allow for more grain and then more deer. I SHOULD look like an up and down graph like the Temp and Precip. But for some reason the height, deer, and wolves die at around month 25. The height also starts at 0 even though I had set it to 100.0. I have asked TA's and the professor and they cant see what exactly is wrong, and so I will present the data I have.