a 1st model – "fox-n-rabbits"

brief

The series of models outlined here were produced to introduce NetLogo to students from a range of different backgrounds, some with programming experience, some without (thanks to students from INTO, AIA & AIP for the feedback).

The models present a simple world inhabited by foxes and rabbits. When the foxes land on a rabbit, the rabbit dies.

The models progress from "fox-n-rabbits-**0**.nlogo" to "fox-n-rabbits-**5**.nlogo" with additional capability/complexity added at each stage (see *version details* below).

Note...
- the best way to experiment with the models is to download them the open them with NetLogo – do not try to cut & paste model code from a text editor into NetLogo because this does not work;
- NetLogo comments start with a semi-colon "**;**" and end at the end of a line so any text after a semi-colon is used to explain the model code but does not affect how it operates.

version details

0. rabbits & foxes move at random
1. foxes can chase rabbits
2. rabbits can run away from foxes
3. allow rabbits to breed/hatch clones
4. add aging for rabbits
5. addition of energy values (& breeding) for foxes