

# Lab 3 – Agents: The Innocent Childhood

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Network Programming & Distributed  
Applications

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# Part I – Trying is the best way of learning:

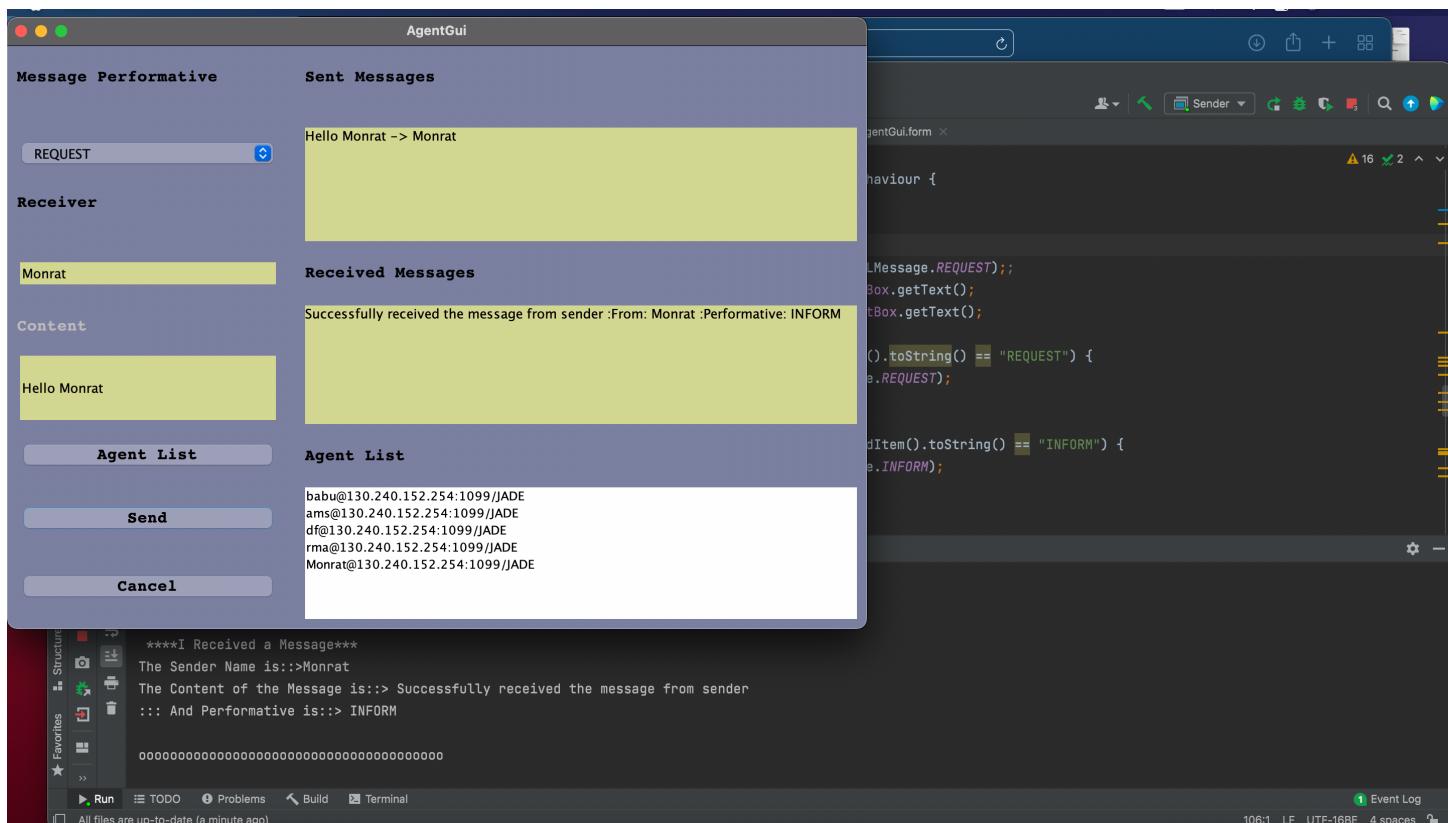
The assignment for Part I of this lab is really simple. You should try out all examples described in document AgentTechnology#III(HandsOn-Practice-Guidline)-D7001D 2013.pdf which is located... I guess by now you all know where the lab descriptions are located.

Deliverable: During the assessment, be able to demonstrate working examples and explain what different parts of the program do. **(DONE)**

# Part II – Write your own agents

In this assignment you have to write your own GUI Agent, which will communicate with another agent. An example of the interface is as shown below. You will get half of the lab points (and pass the lab) when you implement only the functionality as shown in the illustration above. Open your mind and implement extra features: For a nicer interface you will get additional 25%, for more advanced management of information (for example retrieve the recipients from a drop down list, a possibility to retrieve agents from a different platform, etc) you get another 25%

## The GUI:



In this gui, the “Agent List” button can retrieve the list of available agents and print them in the Agent List area.

After choosing the message type, receiver and message content given and pressing the send button, the message is sent to the particular receiver and the sent message and received answer is printed on the GUI.