

Appendix A

Source code listing

```
package circle
    package agents
        class AgentInfo
        class AgentDelegate
        class AbstractAgent
    package implementedAgents
        class RandomAgent
        class FirstAgent
        class SecondAgent
        class ThirdAgent
        class ConsistentAgent
    package main
        class AgentLabel
        class AgentMemoryAccessor
        class CircleSimulation
        class Flag
        class Main
        class SimulationGUI
        class Tester

package exceptions
    class FeatureDisabledException
    class IncorrectUsageException
    class ShouldNeverHappenException

package network
    package GUI
        package creator
            class CreatorDrawablePanel
            class CreatorMenuBar
            class CreatorMouseListener
            class MainWindow
        package simulation
            class AbstractDrawablePane
            class AgentMemoryAccessor
            class HistoryWindow
            class InitialisationSettings
            class InitialisationWindow
            class SimulationContentPane
            class SimulationWindow
        class Constants
    package creator
        class Network
        class NetworkStats
        class Node
```

```
package graphUtil
    class Edge
package painter
    class GraphPainter
package simulation
    package agents
        class LCFAgentND
        class LeastCommonFlagAgent
        class RandomAgent
        class SecondAgent
        class ThirdAgent2F2N
        class ThirdAgent2F2Nc1
        class ThirdAgent2F2Nc2
        class ThirdAgent2F2Nc3
        class ThirdAgent2F2Nc4
        class ThirdAgent2F2Nc5
        class ThirdAgent2F2Nc6
        class ThirdAgent2F2Nc7
        class ThirdAgent2F2Nc7
        class WeightedAgent
        class WeightedAgent2
    class AbstractAgent
    class AgentDelegate
    class AgentInfo
    class Simulation
package tests
    class AbstractExperiment
    class ExperimentScheduler
    class NormalExperiment
class Main
class Tests

package util
    class MemoryAccessor
    class WeightedRandom
```