


EXERCICE 1. SCHEDULING



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EXERCICE 1. SCHEDULING

Objective: this exercise aims at showing the effect of the scheduling of agents on results.

Make a model that:

- Define a people species with a money attribute.
- Define a global variable of type list of int called lvalues
- At each step, a global reflex fills lvalues with N random numbers, where N is the number of agents.

```
loop times: N {}
```

- The behavior of each agent is to choose the greater value in the list, to add it to its money and to remove it from the list.

Do not hesitate to write useful debugging information to check the correctness of the agents' behavior.

Plot the difference of money between the maximum and minimum values of money among the agents.

EXERCICE 1. SCHEDULING

By default, agents are scheduled in the same order at each step (which can be responsible of the continuous). Modify this scheduling order to limit the difference of money between agents (see schedules facet):

- Execute agents in a random order.
- Execute agents with the agent with lower money first.

```
species toto schedules: shuffle(toto) {}
```