# Website ToDo

### Add News box (DW)

textbook release to bookstores

new version of NetLogo released

workshop offered at ….

update to textbook…

Fix Grey Lines on wide windows

Add intended audiences section

### Finish uploading models to the Models page (DW)

### Resources page (AH):

There are many thousands of courses that use NetLogo. For a list of a few of this, see: <http://ccl.northwestern.edu/courses.shtml>

The link to the CCL page curriculum materials does not look good, and it is nowhere near complete.

It is missing BeeSmart

the ModelSim page does not reference the materials

it is missing the Frogpond site

it is also missing:

[**pcDuino: A low-cost integrated agent-based modeling and physical computing platform**](http://ccl.northwestern.edu/pcduino/index.html)

[**CT-STEM: Casting a Wide Net: Embedded Computational Thinking**](http://ct-stem.northwestern.edu/)

[Learning Evolution through Model-Based Inquiry](http://ccl.northwestern.edu/LearningEvolutionThroughABM/)

[**InquirySpace: Technologies in Support of Student Experimentation**](http://concord.org/projects/inquiryspace)

[**BeeSmart**](http://ccl.northwestern.edu/beesmart/index.shtml)

Learning Crosscutting Scientific Concepts Through Swarming Behavior and Agent-Based Modeling

[**NetTango**](http://tidal.sesp.northwestern.edu/nettango.html)

Bringing ABM to a younger audience

[**DeltaTick**](http://ccl.northwestern.edu/deltatick/)

Low-Threshold Agent-Based Modeling by Domain

[**Behavior Search**](http://behaviorsearch.org/)

...more intelligent exploration of ABMs



[**Connected Mathematics**](http://ccl.northwestern.edu/cm/)

Making Sense of Complex Phenomena Through Building Object-Based Parallel Models

[**Educational Policy Simulation**](http://ccl.northwestern.edu/edpolicysim/)

Exploring the Dynamics of School Choice Through Agent-Based Modeling

[**MaterialSim**](http://ccl.northwestern.edu/materialsim/)

An Agent-Based Approach to the Exploration of Materials Science

[**NetLogoLab**](http://ccl.northwestern.edu/netlogolab/)

NetLogo Models Linked with Sensor-Equipped Devices for Scientific Investigations

[**NIELS**](http://ccl.northwestern.edu/NIELS/)

Emergent Simulations for Learning Electromagnetism

[**Participatory Simulations**](http://ccl.northwestern.edu/ps)

Network-Based Design for Systems Learning in Classrooms

[**ProbLab**](http://ccl.northwestern.edu/ProbLab/)

A Suite of Models for Experiencing and Relating Micro and Macro Perspectives of Probability

LevelSpace: Modeling in Levels

NetLogo 2.5D.

Other curricular materials:

[**ISME: Integrated Simulation and Modeling Environment**](http://ccl.northwestern.edu/isme)

Participatory Simulations to Investigate the Complementarity of Agent-Based and Aggregate Reasoning for Making Sense of Complexity



[**PANDA BEAR**](http://ccl.northwestern.edu/panda/)

A Collaborative Dynamic Geometry Environment

[**VBOT**](http://ccl.northwestern.edu/curriculum/vbot/)

Building a Robot — an Information Theory Curriculum

### Add to Updates Page (BH)

On pages 219-221.

 The code in the textbook for the agentset efficiency model has been updated and is in the Chapter 5 folder of the IABM TEXTBOOK folder of the NetLogo models library.

{This text comes from the model info window, but needs a little adapting for the web page, as this text is written from the point of view of the updated code, and what we need is the same ideas written from the point of view of the book code.}

If you're an experienced NetLogo programmer, you probably thought that lines like the following one looked a bit strange:

    if count patches with [ pcolor = red ] >= 1

First, the line is not really necessary: if you call [`ask`](<http://ccl.northwestern.edu/netlogo/docs/dictionary.html#ask>) on an empty agentset, nothing bad will happen: NetLogo will just skip over it. We could have left out the "`if`" condition and the program behavior would have been the same.

Second, why didn't we use "`if count ... > 0`" or, even better, the [`any?`](<http://ccl.northwestern.edu/netlogo/docs/dictionary.html#any>) primitive? This is because NetLogo is smart enough to apply a special optimization to those when it compiles your model. If we write:

    if any? patches with [ pcolor = red ]

...NetLogo does not build the whole agentset: it stops as soon as it encounters a red patch! If we had done it like that, there would have been almost no difference in performance between GO-1 and GO-2.

It is wise to keep in mind, however, that NetLogo is not always able to optimize your code for you (especially as your code gets more complex), so the concerns that we address with this model are important to pay attention to.

In the end, if you have any doubt about the performance of a procedure, there is no substitute for experimentation: writing a procedure like `test-1-2` or using the `profiler` extension is the best way to find out if something makes a difference or not. You should also remember that, in most real world contexts, the readability of your code is more important than it's performance.

The GO-1 code should be:

to go-1

  if count patches with [ pcolor = red ] >= 1 [

    ask patches with [ pcolor = red ] [

      set plabel random 5 ;; red patches are labeled 0-4

    ]

  ]

  if count patches with [ pcolor = green ] >= 1 [

    ask patches with [ pcolor = green ] [

      set plabel 5 + random 5 ;; green patches are labelled 5-9

    ]

  ]

  tick

end

The GO-2 code should be:

;; GO-2 has the same behavior as GO-1 above, but it is more

;; efficient as it computes each of the agentsets only once.

to go-2

  let red-patches patches with [ pcolor = red ]

  let green-patches patches with [ pcolor = green ]

  if count red-patches >= 1 [

    ask red-patches [

      set plabel random 5  ;; red patches are labeled 0-4

    ]

  ]

  if count green-patches >= 1 [

    ask green-patches [

      set plabel 5 + random 5  ;; green patches are labeled 5-9

    ]

  ]

  tick

end

### Add to Updates:

Chapter 8

p. 375

>>One such device is the GoGo Board.

The textbook is assuming you are using the latest version of the gogoboard hardware, which uses an HID (Human Interface Device) interface. If you have an older version of the board that uses the serial interface, then load the gogo-serial extension.

I have a bunch of updates to the book updates:

• This should go after the chapter two stuff already there:

The code for this model is not completely correct. It allows an agent to choose the same other agent as both its friend and its enemy. The corrected version is in the models library.

In chapter 5, the following should appear first:

On page 218,

There is code that says “forward10” (no space between the word and number)

It should say  “forward 10” .

On page 228:

the text below should replaced by the text below that {This is not nicely worked, help me}

To implement the goal-based version of the model,

To implement the goal-based version of the model (the traffic-grid-goal model found in the chapter 5 subfolder of the IABM TEXTBOOK folder of the NetLogo models library),

On page 244

>>We show one simple methods for creating a random network.

 methods -----> method {again, please word it better}

On page 261:

tex below is replaced with the text beneath it.

The Ants model demonstrates this kind of interaction when the ants examine the environment to look for food and sense pheromone:

The Ants model (which we saw in chapter one, and is the biology section of the NetLogo models library)) demonstrates this kind of interaction when the ants examine the environment to look for food and sense pheromone:

There are several places in the book where it says models are found in the IABM folder.

All of these should say IABM Textbook folder.

This is a minor error but it occurs several times. I’d like it mentioned in each instance separately in the corresponding chapter.

 xvi - 2nd mention

p. 60, footnote

p. 110

p. 277

Chapter 8:

On page 360, it says:

For instance, in the Disease model described in the preceding box,

should say:

For instance, in the Disease HubNet model described above

{more stuff with gogo is coming.}