

```
1 package hawk.dove.game;
2 import java.io.File;
3 import java.io.IOException;
4 import java.io.PrintWriter;
5 import java.util.ArrayList;
6 import java.util.List;
7 import java.util.logging.Level;
8 import java.util.logging.Logger;
9 import sim.engine.*;
10 import sim.util.distribution.Uniform;
11 import sim.util.distribution.Normal;
12
13
14 public class HawkDoveGame extends SimState {
15     public List<Battle> BattleRooms = new ArrayList();
16     public List<BattleReport> BattleReports = new
ArrayList();
17     public int minCost;
18     public int maxCost;
19     public int minValue;
20     public int maxValue;
21     public Normal valueNormalDistributer = new Normal
(100, 10, this.random);
22     public Uniform costUniformDistributer = new Uniform
(10, 60, this.random);
23     public Normal costNormalDistributer = new Normal(30,
5, this.random);
24     public CostCase Cost = CostCase.NormalDistribution;
25     public ValueCase Value = ValueCase.
NormalDistribution;
26     public PrintWriter writer;
27
28     @Override
29     public void start()
30     {
31         super.start();
32         File Fileright = new File("simulation.log");
```

```
33         try {
34             if(Fileright.createNewFile())
35                 writer = new PrintWriter(Fileright);
36         } catch (IOException ex) {
37             Logger.getLogger(HawkDoveGame.class.
getName()).log(Level.SEVERE, null, ex);
38         }
39         try {
40             BattleReport.
generateBattleReportsLogFile_CSV();
41         } catch (IOException ex) {
42             Logger.getLogger(HawkDoveGame.class.
getName()).log(Level.SEVERE, null, ex);
43         }
44         for(int i = 0; i < 100; i++)
45         {
46             schedule.scheduleRepeating(new PlayerAgent
("Player (" + Integer.toString(i + 1) + ")");
47         }
48     }
49
50
51     public static void main(String[] args) {
52         doLoop(HawkDoveGame.class, args);
53
54         System.exit(0);
55     }
56
57     public HawkDoveGame(long seed) {
58         super(seed);
59
60     }
61
62 }
63
```