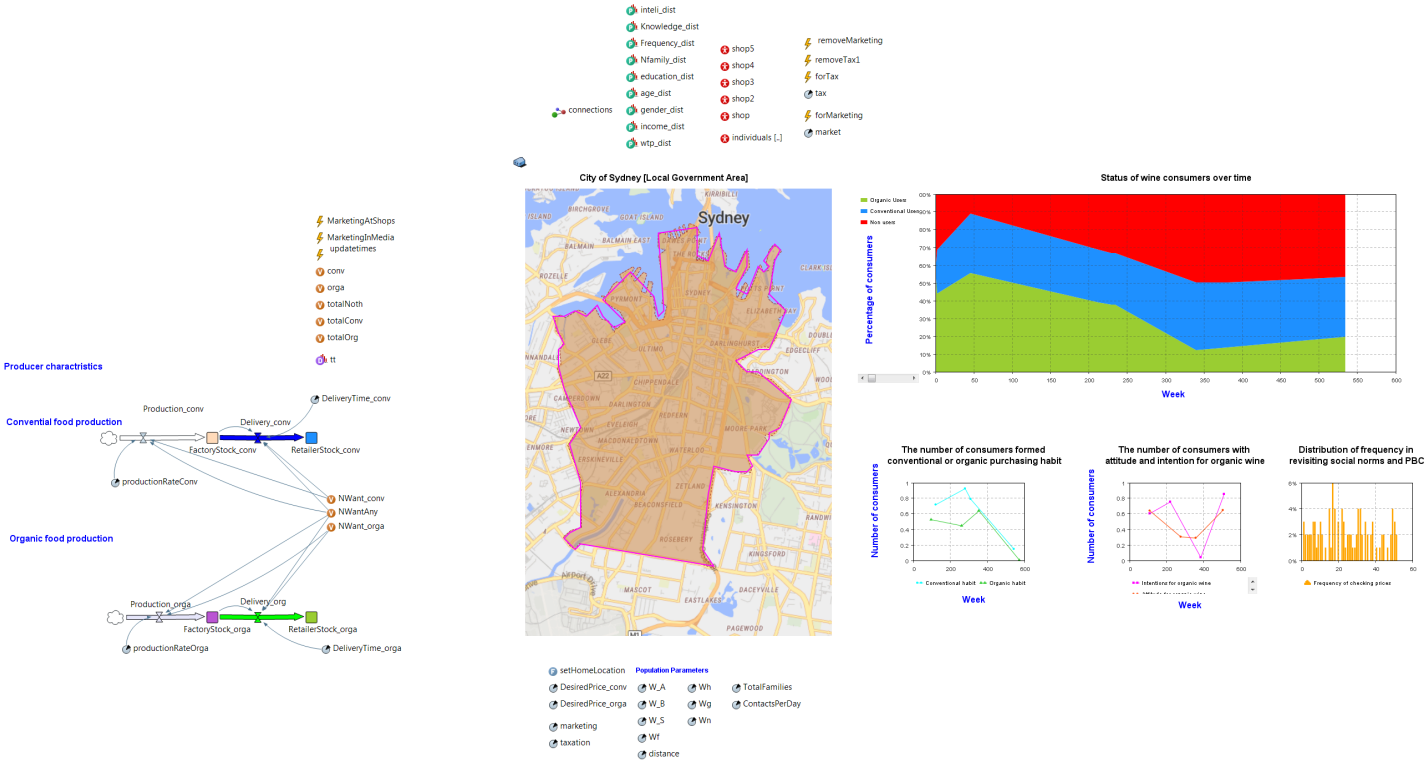
Model: ORVin-Cloud

null	null
General	
Model time units	weeks
Numerical methods	
Differention Equations Method	Euler
Algebraic Equations Method	Modified Newton
Mixed Equations Method	RK45+Newton
Absolute accuracy	1.0E-5
Time accuracy	1.0E-5
Relative accuracy	1.0E-5
Fixed time step	0.001
Advanced	
Java package name	organic_food
File Name	D:\Wine supply chain\Wine supply chain Model-AnyLogic\Organic_food\COMSES-ORVIN\ORVin-Cloud.alp

Agent Type: Main

null	null
Agent actions	
Startup code	setNetworkAllInRange(distance); applyNetwork();
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Dynamic: Width	500
Dynamic: Height	500
Dynamic: z Height	0
Layout Type	User-defined
Layout Type Apply On Startup	true
Network type	User-defined
Network Type Apply On Startup	false
Enable steps	false
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: DeliveryTime_orga

null	null
General	
Array	false
Default value	30
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	

null	null
System dynamics units	false
Save in snapshot	true

Parameter: DeliveryTime_conv

null	null
General	
Array	false
Default value	20
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: DesiredPrice_conv

null	null
General	
Array	false
Default value	11
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: DesiredPrice_orga

null	null
General	
Array	false
Default value	13
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: productionRateConv

null	null
General	
Array	false
Default value	10
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: productionRateOrga

null	null
General	
Array	false
Default value	//20 % less than conventional 10
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: TotalFamilies

null	null
General	
Array	false
Default value	2099
Type	int
Show at runtime	true
Show name	true
Value editor	
Label	TotalFamilies
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: ContactsPerDay

null	null
General	
Array	false
Default value	(1 : PER_DAY)

null	null
Unit	per day
Show at runtime	true
Show name	true
Value editor	
Editor control	Unit editor
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: marketing

null	null
General	
Array	false
Default value	0
Type	int
Show at runtime	true
Show name	true
Value editor	
Label	marketing
Editor control	Slider
Parameter Editor Minimum Value	1
Parameter Editor Maximum Value	10
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: taxation

null	null
General	
Array	false
Default value	0
Type	double
Show at runtime	true
Show name	true
Value editor	
Label	taxation
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: W_A

null	null
General	

null	null
Array	false
Default value	0.55
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: W_S

null	null
General	
Array	false
Default value	0.16
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: W_B

null	null
General	
Array	false
Default value	0.6
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Wh

null	null
General	
Array	false
Default value	0.3
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Wg

null	null
General	
Array	false
Default value	0.4
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Wn

null	null
General	
Array	false
Default value	0.2
Type	double
Show at runtime	true
Show name	true
Value editor	
Label	Wn
Editor control	Slider
Parameter Editor Minimum Value	0
Parameter Editor Maximum Value	1
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Wf

null	null
General	
Array	false
Default value	0.1
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: distance

null	null
General	
Array	false
Default value	15
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: tax

null	null
General	
Array	false
Default value	0
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: market

null	null
General	
Array	false

null	null
Default value	0
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Function: setHomeLocation

null	null
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	

Body	double x;
	double y;
	do {
	x = uniform(citymap.getX(), citymap.getX() + citymap.getWidth());
	y = uniform(citymap.getY(), citymap.getY() + citymap.getHeight());
	} while(! citybounds.contains(x, y));
	consumer.setXY(x, y);

Advanced	
Static	false
Access type	default
System dynamics units	false

null	null
consumer	Individual

Custom Distribution: gender_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
0.0	1.0	807.0
1.0	2.0	1292.0

Custom Distribution: age_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	866.0
2.0	3.0	867.0
3.0	4.0	357.0

Custom Distribution: income_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	669.0
2.0	3.0	1315.0
3.0	4.0	565.0

Custom Distribution: education_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	560.0
2.0	3.0	1315.0
3.0	4.0	221.0

Custom Distribution: Nfamily_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	305.0
2.0	3.0	1182.0
3.0	4.0	332.0
4.0	5.0	280.0

Custom Distribution: wtp_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Continuous
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
0.0	10.0	32.0
10.0	20.0	306.0
20.0	30.0	470.0
30.0	40.0	265.0
40.0	50.0	179.0

Custom Distribution: Frequency_dist

null	null

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Continuous
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	346.0
2.0	4.0	932.0
4.0	6.0	497.0
6.0	10.0	178.0
10.0	20.0	146.0

Custom Distribution: Knowledge_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0	2.0	81.0
2.0	3.0	1340.0
3.0	4.0	682.0

Custom Distribution: inteli_dist

null	null
General	
Custom Distribution Definition Type	Ranges
Type	Continuous
Show at runtime	true
Show name	true
Data	
Load From Database	false
Advanced	
Static	false

null	null	null
1.0E-4	5.0E-4	200.0
5.0E-4	0.001	500.0
0.001	0.002	1000.0
0.002	0.005	300.0

Event: MarketingAtShops

null	null
General	
Logging	false
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (marketing>1)
	{
	
	if (marketing>1 && shop.visitors.size()>0){
	
	send("Buy organic!", shop.visitors.get(uniform_discr(0, shop.visitors.size()-1)));
	
	}
	
	else if (marketing>1 &&shop2.visitors2.size()>0){
	
	send("Buy organic!", shop2.visitors2.get(uniform_discr(0, shop2.visitors2.size()-1)));
	}
	
	else if (marketing>1 &&shop3.visitors3.size()>0){
	send("Buy organic!", shop3.visitors3.get(uniform_discr(0, shop3.visitors3.size()-1)));
	
	}
	
	else if (marketing>1 &&shop4.visitors4.size()>0){
	send("Buy organic!", shop4.visitors4.get(uniform_discr(0, shop4.visitors4.size()-1)));
	
	}
	
	else if (marketing>1 &&shop5.visitors5.size()>0){
	send("Buy organic!", shop5.visitors5.get(uniform_discr(0, shop5.visitors5.size()-1)));
	
	}
	
	}

Event: MarketingInMedia

null	null
General	

null	null
Logging	false
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (marketing>1)
	{
	send("Buy organic!", ALL_CONNECTED);
	}

Event: updatetimes

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	for (Individual mm: individuals){
	tt.add(mm.check);
	}

Event: forTax

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	switch (tax){
	case 1:
	DesiredPrice_conv=10.35;
	break;
	case 2:
	DesiredPrice_conv=10.71;
	break;
	case 3:
	DesiredPrice_conv=11.06;
	break;
	case 4:
	DesiredPrice_conv=11.42;
	break;
	case 5:
	DesiredPrice_conv=11.42;
	break;
	}

null	null

Event: forMarketing

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	switch(market){
	case 1:
	marketing=5;
	break;
	
	case 2:
	marketing=10;
	break;
	
	case 3:
	marketing=10;
	break;
	
	}

Event: removeTax1

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (tax==5){
	DesiredPrice_conv=10;
	}

Event: removeMarketing

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

null	null

Action	if (market==3){
	marketing=0;
	}

Variable: NWant_conv

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NWantAny

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NWant_orga

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: conv

null	null
General	

null	null
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: orga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: totalConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

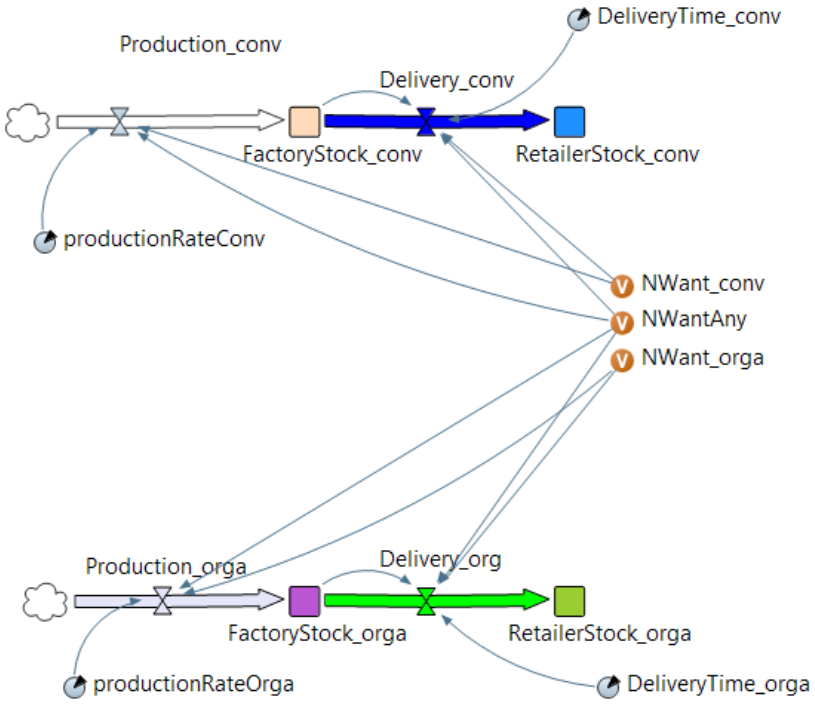
Variable: totalOrg

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false

null	null
Save in snapshot	true
System dynamics units	false

Variable: totalNoth

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false



Flow: Delivery_org

null	null
General	
Formula	FactoryStock_orga* DeliveryTime_orga*(NWant_orga+NWantAny)
Constant	false
External	false
Array	false
Color	lime

null	null
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Stock: FactoryStock_orga

null	null
General	
Equation mode	Classic
Initial value	1000
Array	false
Color	mediumOrchid
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Production_orga

null	null
General	
Formula	productionRateOrga*(NWant_orga+NWantAny)
Constant	false
External	false
Array	false
Color	lavender
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Production_conv

null	null
General	
Formula	productionRateConv*(NWant_conv+NWantAny)
Constant	false
External	false
Array	false
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Delivery_conv

null	null
General	
Formula	FactoryStock_conv* DeliveryTime_conv*(NWant_conv+NWantAny)
Constant	false
External	false
Array	false
Color	blue
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Stock: FactoryStock_conv

null	null
General	
Equation mode	Classic
Initial value	2000
Array	false
Color	peachPuff
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Stock: RetailerStock_conv

null	null
General	
Equation mode	Classic
Initial value	10000000
Array	false
Color	dodgerBlue
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Delivery_conv

null	null
General	

null	null
Formula	FactoryStock_conv* DeliveryTime_conv*(NWant_conv+NWantAny)
Constant	false
External	false
Array	false
Color	blue
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Stock: RetailerStock_orga

null	null
General	
Equation mode	Classic
Initial value	10000000
Array	false
Color	yellowGreen
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Delivery_org

null	null
General	
Formula	FactoryStock_orga* DeliveryTime_orga*(NWant_orga+NWantAny)
Constant	false
External	false
Array	false
Color	lime
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Production_orga

null	null
General	
Formula	productionRateOrga*(NWant_orga+NWantAny)

null	null
Constant	false
External	false
Array	false
Color	lavender
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Flow: Production_conv

null	null
General	
Formula	productionRateConv*(NWant_conv+NWantAny)
Constant	false
External	false
Array	false
Show at runtime	true
Public	false
Show name	true
Advanced	
System dynamics units	false

Time Plot: plot

null	null
General	
Public	true
Data update	
Analysis auto update	true
ANALYSIS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Dataset Samples To Keep	10000
Scale	
Time window	600
Time	weeks
Vertical scale	Auto
Appearance	
Labels horizontal position	DEFAULT
Labels vertical position	DEFAULT
Label format	Model time units
Labels Text Color	darkGray
Chart Area Grid Color	darkGray
Draw line	true
Fill area under line	false
Interpolation	Linear
Position and size	
x	660.0

null	null
Width	280.0
y	550.0
Height	230.0
Legend	
Show legend	true
Legend size	30.0
Legend text color	black
Chart area	
Chart Area: X Offset	50.0
Chart Area: Width	200.0
Chart Area: Y Offset	30.0
Chart Area: Height	140.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Time window moves	Continuously
Show name	false
Logging	true

null	null	null	null	null	null	null	null
Conventional habit	value	individuals.habit_conv()	CIRCLE	cyan	true	1.0	LINEAR
Organic habit	value	individuals.habit_orga()	TRIANGLE	limeGreen	true	1.0	LINEAR

Time Plot: plot1

null	null
General	
Public	true
Data update	
Analysis auto update	true
ANALYSIS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Dataset Samples To Keep	10000
Scale	
Time window	600
Time	weeks
Vertical scale	Auto
Appearance	
Labels horizontal position	DEFAULT
Labels vertical position	DEFAULT
Label format	Model time units
Labels Text Color	darkGray
Chart Area Grid Color	darkGray
Draw line	true
Fill area under line	false
Interpolation	Linear
Position and size	
x	1050.0

null	null
Width	280.0
y	550.0
Height	230.0
Legend	
Show legend	true
Legend size	30.0
Legend text color	black
Chart area	
Chart Area: X Offset	50.0
Chart Area: Width	200.0
Chart Area: Y Offset	30.0
Chart Area: Height	140.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Time window moves	Continuously
Show name	false
Logging	true

null	null	null	null	null	null	null	null
Intentions for organic wine	value	individuals.lili()	SQUARE	magenta	true	1.0	LINEAR
Attitude for organic wine	value	individuals.atti()	CIRCLE	orangeRed	true	1.0	LINEAR

Time Stack Chart: chart

null	null
General	
Public	true
Data update	
Analysis auto update	true
ANALYSIS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Dataset Samples To Keep	100000
Scale	
Time window	600
Time	weeks
Vertical scale	100%
Appearance	
Labels horizontal position	DEFAULT
Labels vertical position	DEFAULT
Label format	Model time units
Labels Text Color	darkGray
Chart Area Grid Color	darkGray
Position and size	
x	610.0
Width	990.0
y	40.0

null	null
Height	360.0
Legend	
Show legend	true
Legend size	110.0
Legend text color	black
Chart area	
Chart Area: X Offset	30.0
Chart Area: Width	830.0
Chart Area: Y Offset	20.0
Chart Area: Height	320.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Time window moves	Continuously
Show name	false
Logging	true

null	null	null	null
Organic Users	value	individuals.orgause()	yellowGreen
Conventional Users	value	individuals.convuse()	dodgerBlue
Non users	value	individuals.nouse()	red

Histogram: chart1

null	null
General	
Show mean	false
Show CDF	false
Show PDF	true
Public	true
Data update	
Analysis auto update	false
Appearance	
Bars relative width	0.8
Labels vertical position	DEFAULT
Labels Text Color	darkGray
Chart Area Grid Color	darkGray
Position and size	
x	1360.0
Width	280.0
y	550.0
Height	230.0
Legend	
Show legend	true
Legend size	30.0
Legend text color	black

null	null
Chart area	
Chart Area: X Offset	50.0
Chart Area: Width	200.0
Chart Area: Y Offset	30.0
Chart Area: Height	140.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Show name	false

null	null	null	null	null	null	null	null
Frequency of checking prices	tt	orange	crimson	crimson	1	deepPink	violetRed

Histogram Data: tt

null	null
General	
Logging	true
Calculate percentilies	false
Calculate CDF	true
Number of intervals	52
Show at runtime	true
Show name	true
Values range	
Data range	false
Range minimum	1
Range maximum	52
Data update	
Analysis auto update	false

Text: text11

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Status of wine consumers over time
Appearance	
Color	black
Alignment	RIGHT
Position and size	
x	1320.0
y	20.0
z	0.0
Rotation	0.0

null	null
Advanced	
Show in	2D only
Show name	false

Text: text18

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Organic food production
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	-920.0
y	670.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text19

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Convential food production
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	-930.0
y	460.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text10

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	Producer charactristics
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	-930.0
y	360.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Image: citymap

null	null
General	
Show at runtime	true
Lock	false
Public	false
Position and size	
x	10.0
Width	553.0
y	50.0
Height	806.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: citybounds

null	null
General	
Polyline closed	true
Dynamic: Visible	false
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Line color	magenta
Line width	2.0

null	null
Line style	SOLID
Position and size	
x	110.0
y	690.0
z	0.0
Z-Height	10.0
Advanced	
Show in	2D only
Show name	false

Agent Presentation: individuals_presentation

null	null
General	
Show at runtime	true
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Agent Presentation: shop_presentation

null	null
General	
Show at runtime	true
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D only
Draw agent with offset to this position	false
Show name	false

Agent Presentation: shop2_presentation

null	null
General	
Show at runtime	true

null	null
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Agent Presentation: shop3_presentation

null	null
General	
Show at runtime	true
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Agent Presentation: shop4_presentation

null	null
General	
Show at runtime	true
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Agent Presentation: shop5_presentation

null	null

null	null
General	
Show at runtime	true
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Text: text38

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Week
Appearance	
Color	blue
Alignment	RIGHT
Position and size	
x	1200.0
y	410.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text82

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	City of Sydney [Local Government Area]
Appearance	
Color	black
Alignment	CENTER

null	null
Position and size	
x	260.0
y	20.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text83

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Percentage of consumers
Appearance	
Color	blue
Alignment	CENTER
Position and size	
x	620.0
y	232.075
z	0.0
Rotation	270.0
Advanced	
Show in	2D only
Show name	false

Text: text

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	Population Parameters
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	210.0
y	910.0
z	0.0
Rotation	0.0
Advanced	

null	null
Show in	2D only
Show name	false

Text: text48

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Week
Appearance	
Color	blue
Alignment	RIGHT
Position and size	
x	840.0
y	780.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text14

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	The number of consumers formed conventional or organic purchasing habit
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	820.0
y	510.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text86

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Number of consumers
Appearance	
Color	blue
Alignment	CENTER
Position and size	
x	630.0
y	630.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D only
Show name	false

Text: text49

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Week
Appearance	
Color	blue
Alignment	RIGHT
Position and size	
x	1230.0
y	790.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text15

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true

null	null
Text	
Text	The number of consumers with attitude and intention for organic wine
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	1200.0
y	510.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text93

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Number of consumers
Appearance	
Color	blue
Alignment	CENTER
Position and size	
x	1020.0
y	640.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D only
Show name	false

Text: text16

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Distribution of frequency in revisiting social norms and PBC
Appearance	
Color	black

null	null
Alignment	CENTER
Position and size	
x	1510.0
y	510.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Link to agents: connections

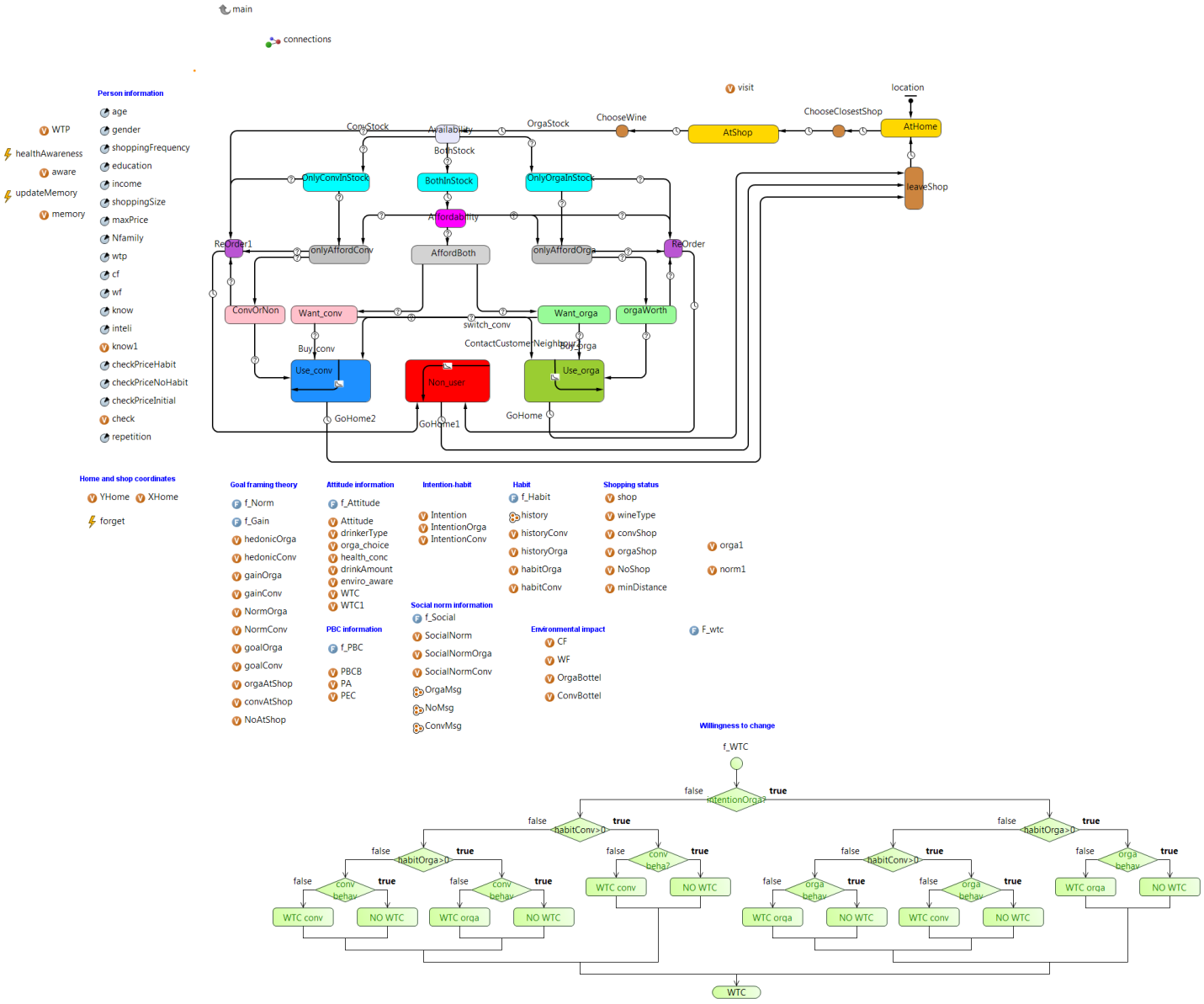
null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Individual

null	null
Agent actions	

Startup code	//setup households location (within the city bounds that are defined in Main)
	main.setHomeLocation(this);
	//remember households location - we will return here after every shopping elsewhere
	XHome = getX();
	YHome = getY();

Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(4 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: age

null	null
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: gender

null	null
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: shoppingFrequency

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: maxPrice

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text

null	null
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: shoppingSize

null	null
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: education

null	null
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: income

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Nfamily

null	null

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: wtp

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: cf

null	null
General	
Array	false
Default value	//normal(3.67,49.32)
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: wf

null	null
General	
Array	false
Default value	//uniform(3405,4000)
Type	double
Show at runtime	true
Show name	true

null	null
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: know

null	null
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: inteli

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: checkPriceNoHabit

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: checkPriceHabit

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: checkPriceInitial

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: repetition

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Function: f_Norm

null	null
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	
Body	switch(shop){ case 1:

null	null

	if (main.shop.visitors.size()!=0){
	for (Individual guys: main.shop.visitors){
	if (guys.wineType==1){
	orgaAtShop=orgaAtShop+1;
	} else if (guys.wineType==-1){
	convAtShop=convAtShop+1;
	}else if (guys.wineType==2){
	NoAtShop=NoAtShop+1;
	
	}
	}
	}
	break;
	
	case 2:
	if (main.shop2.visitors2.size()>1){
	for (Individual guys: main.shop2.visitors2){
	
	if (guys.wineType==1){
	orgaAtShop=orgaAtShop+1;
	} else if (guys.wineType==-1){
	convAtShop=convAtShop+1;
	}else if (guys.wineType==2){
	NoAtShop=NoAtShop+1;
	}
	}
	}
	break;
	
	case 3:
	if (main.shop3.visitors3.size()>1){
	for (Individual guys: main.shop3.visitors3){
	
	if (guys.wineType==1){
	orgaAtShop=orgaAtShop+1;
	}else if (guys.wineType==-1){
	convAtShop=convAtShop+1;
	}else if (guys.wineType==2){
	NoAtShop=NoAtShop+1;
	}
	}
	}
	break;
	
	case 4:
	if (main.shop4.visitors4.size()>1){
	for (Individual guys: main.shop4.visitors4){
	
	if (guys.wineType==1){
	orgaAtShop=orgaAtShop+1;
	} else if (guys.wineType==-1){
	convAtShop=convAtShop+1;
	}else if (guys.wineType==2){
	NoAtShop=NoAtShop+1;
	}
	}
	}
	break;
	
	case 5:
	if (main.shop5.visitors5.size()>1){
	for (Individual guys: main.shop5.visitors5){
	
	if (guys.wineType==1){
	orgaAtShop=orgaAtShop+1;
	}
	else if (guys.wineType==-1)
	{convAtShop=convAtShop+1;
	}else if (guys.wineType==2){
	NoAtShop=NoAtShop+1;
	}
	}

null	null

	}
	break;
	}
	
	//////
	
	double influe=1-exp(-4*(main.marketing/100));
	
	//****
	
	NormOrga=
	(((orgaAtShop+influe)/(orgaAtShop+influe+convAtShop+NoAtShop
	+0.00000001)) +SocialNormOrga)/2;
	
	NormConv=
	((convAtShop/(orgaAtShop+influe+convAtShop+NoAtShop+0.0000
	01)) +SocialNormConv)/2;

Advanced	
Static	false
Access type	default
System dynamics units	false

Function: f_Attitude

null	null
General	
Return type	double
Return type:	Returns value
Show at runtime	true
Show name	true
Function body	

Body	//*************** Attitude ******************************
	
	if (know+memory>=3){
	know1=3;
	}
	else if (know+memory>=2 && know+memory<3){
	know1=2;
	}
	else if (know+memory<2){
	know1=1;
	}
	
	switch (education){
	 case 3:
	 switch (know1) {
	 case 3:
	 enviro_aware=uniform(0.8,1);
	break;
	case 2:
	enviro_aware=uniform(0.6,0.8);
	break;
	 case 1:
	 enviro_aware=uniform(0.4,0.6);
	 break;
	 }
	break;
	
	case 2:
	switch (know1) {

null	null

	case 3:
	enviro_aware=uniform(0.6,0.8);
	break;
	case 2:
	enviro_aware=uniform(0.4,0.6);
	break;
	case 1:
	enviro_aware=uniform(0.2,0.4);
	break;
	}
	break;
	
	case 1:
	switch (know1) {
	case 3:
	enviro_aware=uniform(0.4,0.6);
	break;
	case 2:
	enviro_aware=uniform(0.2,0.4);
	break;
	case 1:
	enviro_aware=uniform(0,0.2);
	break;
	}
	break;
	}
	
	//health concernand organic belief=f(age, income, gender)=
	// people who are older, and richer and female are more concerned about health:)
	if (age==3 && income==3 && gender==0){
	health_conc=uniform(0.9,1);
	}else if (age==3 && income==2 && gender==0 || age==3 && income==3 && gender==1 || age==2 && income==3 && gender==0){
	health_conc=uniform(0.8,0.9);
	}else if (age==3 && income==2 && gender==1 || age==3 && income==1 && gender==0 || age==2 && income==3 && gender==1 || age==1 && income==3 && gender==0){
	health_conc=uniform(0.65,0.75);
	}else if (age==3 && income==1 && gender==1 || age==2 && income==2 && gender==0 || age==1 && income==2 && gender==0 || age==1 && income==3 && gender==1){
	health_conc=uniform(0.45,0.65)+aware;
	}else if (age==2 && income==2 && gender==1 || age==2 && income==1 && gender==0 || age==1 && income==2 && gender==1){
	health_conc=uniform(0.35,0.45)+aware;
	}else if (age==1 && income==1 && gender==0 || age==2 && income==1 && gender==1){
	health_conc=uniform(0.15,0.35)+aware;
	} else if (age==1 && income==1 && gender==1){
	health_conc=uniform(0,0.15) +aware;
	}
	//drinker type=f (shopping frequency)
	//drinker type=order size(per week)*frequency of shopping (per week)*4/Number of family memebrs
	//less than 5 bottle per month is occasion, while more than 10 per person is high
	// less than 5 occational
	drinkAmount=((30/shoppingFrequency)*shoppingSize)/Nfamily;
	if (drinkAmount<=5){
	drinkerType=1;
	//less than 10 is normal
	}else if (drinkAmount>5 && drinkAmount<=10){
	drinkerType=2;
	//higher than 10 is too much
	}else if (drinkAmount>10){
	drinkerType=3;
	}
	
	//drinker type
	if (drinkerType==1){

null	null

	orga_choice=uniform(0.8,1);
	}else if (drinkerType==2){
	orga_choice=uniform(0.4,0.8);
	}else if (drinkerType==3){
	orga_choice=uniform(0,0.4);
	}
	
	//**Attitude=average of environmental awareness+health concern+drinker type/attitude+willingess to change
	if (WTC1==0){
	Attitude= 0.36*enviro_aware+0.34*orga_choice+0.30*health_conc;
	} else {
	Attitude= 0.36*enviro_aware+0.335*orga_choice+0.30*health_conc+0.05*WTC1;
	}

Advanced	
Static	false
Access type	default
System dynamics units	false

Function: f_PBC

null	null
General	
Return type	double
Return type:	Returns value
Show at runtime	true
Show name	true
Function body	

Body	//****************** PBC ********************
	
	if ((main.DesiredPrice_orga)-(main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv))<(WTP*10/100))
	{
	PEC=uniform(0.55, 0.6, new Random());
	}
	else if ((main.DesiredPrice_orga)-(main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv))==(WTP*10/100))
	{
	PEC=uniform(0.45, 0.5, new Random());
	}
	else if ((main.DesiredPrice_orga)-(main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv))>(WTP*10/100))
	{
	PEC=uniform(0.35, 0.4, new Random());
	}
	
	//P availability= If the stock of organic is more than conv the highest
	if (main.RetailerStock_conv<main.RetailerStock_orga){
	PA=uniform(0.6,0.8);
	}else if (main.RetailerStock_conv==main.RetailerStock_orga){
	PA= uniform(0.4, 0.6);
	}else if (main.RetailerStock_conv>main.RetailerStock_orga){
	PA= uniform(0.2, 0.4);
	}
	
	//perceived behaviour control=f(perceived economic value)+f(availability)
	//***PBC

null	null
	PBCB= PEC; return PBCB;
Advanced	
Static	false
Access type	default
System dynamics units	false

Function: f_Social

null	null
General	
Return type	double
Return type:	Returns value
Show at runtime	true
Show name	true
Function body	

Body	//Norm orga
	
	SocialNormOrga=(OrgaMsg.size ())/
	(OrgaMsg.size ()+ ConvMsg.size ()+NoMsg.size ()+0.0000001);
	
	//Norm Conv
	
	SocialNormConv=ConvMsg.size ()/
	(OrgaMsg.size ()+ ConvMsg.size ()+NoMsg.size ()+0.0000001);
	
	SocialNorm=SocialNormOrga/(SocialNormConv+SocialNormOrga+
	0.000001);
	
	return SocialNorm;

Advanced	
Static	false
Access type	default
System dynamics units	false

Function: f_Gain

null	null
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	

Body	//gain orga
	
	double gainOrga1=0;
	double gainConv1=0;
	
	gainOrga1=1-((main.DesiredPrice_orga-(WTP*10/100))/
	(main.DesiredPrice_orga-
	(WTP*10/100)+main.DesiredPrice_conv+(main.taxation*main.Desir
	edPrice_conv)));
	
	gainOrga=gainOrga1;

null	null

	gainConv1=1-
	(main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv))
	/
	(main.DesiredPrice_orga-
	(WTP*10/100)+(main.taxation*main.DesiredPrice_conv)+main.Desi
	redPrice_conv);//+(WTP*main.DesiredPrice_conv/100));
	gainConv=gainConv1;

Advanced	
Static	false
Access type	default
System dynamics units	false

Function: f_Habit

null	null
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	

Body	historyConv=convShop;
	historyOrga=orgaShop;
	
	if (historyOrga> repetition &&
	historyConv< (0.3*historyOrga))
	{
	habitOrga=uniform (0.7, 0.9, new Random());
	habitConv=0;
	}
	
	else if (historyOrga> repetition &&
	historyConv>= (0.3*historyOrga) && historyConv<
	(0.5*historyOrga))
	{
	habitOrga=uniform (0.3, 0.6, new Random());
	habitConv=0;
	}
	
	else if (historyConv> repetition &&
	historyOrga< (0.3*historyConv))
	{
	habitConv=uniform (0.7, 0.9, new Random());
	habitOrga=0;
	}
	
	else if (historyConv> repetition &&
	historyOrga>= (0.3*historyConv) && historyOrga<
	(0.5*historyConv))
	{
	habitConv=uniform (0.2, 0.4, new Random());
	habitOrga=0;
	}
	
	else {
	
	habitOrga=0;

null	null

	habitConv=0;
	}
	//uniform (18, 66, new Random())

Advanced	
Static	false
Access type	default
System dynamics units	false

Function: F_wtc

null	null
General	
Return type	double
Return type:	Returns value
Show at runtime	true
Show name	true
Function body	

Body	if (Intention>=0 && wineType==-1){
	WTC=uniform(-0.5,-0.1, new Random());
	}
	
	else if(Intention<0 && wineType==1){
	WTC1=uniform(0.1,0.5, new Random());
	}
	
	else {
	WTC1=0;
	}
	return WTC1;

Advanced	
Static	false
Access type	default
System dynamics units	false

Event: updateMemory

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (know<3)
	{
	  switch (main.marketing)
	  {
	
	  case 0:
	  break;
	
	  case 1:
	  memory=memory+(inteli*0.5);
	  break;

null	null

	case 2:
	memory=memory+inteli;
	break;
	
	case 3:
	memory=memory+(inteli*2);
	break;
	
	case 4:
	memory=memory+(inteli*3);
	break;
	
	case 5:
	memory=memory+(inteli*4);
	break;
	
	case 6:
	memory=memory+(inteli*5);
	break;
	
	case 7:
	memory=memory+(inteli*6);
	break;
	
	case 8:
	memory=memory+(inteli*7);
	break;
	
	case 9:
	memory=memory+(inteli*8);
	break;
	
	case 10:
	memory=memory+(inteli*9);
	break;
	
	case 20:
	memory=memory+(inteli*19);
	break;
	
	}
	}

Event: healthAwareness

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (main.marketing == 0){
	
	aware=0;
	
	}
	else if (main.marketing>1 && main.marketing<10)
	{
	aware=uniform (0,0.1, new Random());
	
	}
	
	else if (main.marketing>=10)//1 && main.marketing<=10)

null	null

	{
	aware=uniform (0.1,0.2, new Random());
	
	}

Event: forget

null	null
General	
Logging	true
EVENT_TIMEOUT_PROPERTIES	- Recurring Event Properties
Mode	Cyclic
Trigger type	Timeout
Show at runtime	true
Show name	true
Action	

Action	if (! OrgaMsg.isEmpty()){
	OrgaMsg.removeFirst();
	}
	if (! NoMsg.isEmpty()){
	NoMsg.removeFirst();
	}
	if (! ConvMsg.isEmpty()){
	ConvMsg.removeFirst();
	}

Variable: XHome

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: YHome

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true

null	null
System dynamics units	false

Variable: SocialNormOrga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: convShop

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: orgaShop

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: historyConv

null	null
General	
Type	int

null	null
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: PBCB

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: Attitude

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: Intention

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true

null	null
System dynamics units	false

Variable: habitConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: SocialNormConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: historyOrga

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: hedonicOrga

null	null
General	
Type	double

null	null
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NormConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NormOrga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: hedonicConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true

null	null
System dynamics units	false

Variable: gainOrga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: gainConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: goalConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: goalOrga

null	null
General	
Type	double

null	null
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WTC

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: wineType

null	null
General	
Initial value	0
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: IntentionOrga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false

null	null
Save in snapshot	true
System dynamics units	false

Variable: IntentionConv

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: drinkerType

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: health_conc

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: PEC

null	null
General	

null	null
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: PA

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: drinkAmount

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: enviro_aware

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false

null	null
Save in snapshot	true
System dynamics units	false

Variable: orga_choice

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: SocialNorm

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: habitOrga

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: CF

null	null
General	

null	null
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WF

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shop

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: OrgaBottel

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false

null	null
Save in snapshot	true
System dynamics units	false

Variable: ConvBottel

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: memory

null	null
General	
Initial value	0
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: know1

null	null
General	
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: orgaAtShop

null	null

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: convAtShop

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: minDistance

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NoAtShop

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false

null	null
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: NoShop

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: aware

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WTP

null	null
General	
Initial value	wtp
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: check

null	null
General	
Initial value	1
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: visit

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WTC1

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: orga1

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public

null	null
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: norm1

null	null
General	
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: OrgaMsg

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Object
Collection class	LinkedList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Collection: ConvMsg

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Object
Collection class	LinkedList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Collection: NoMsg

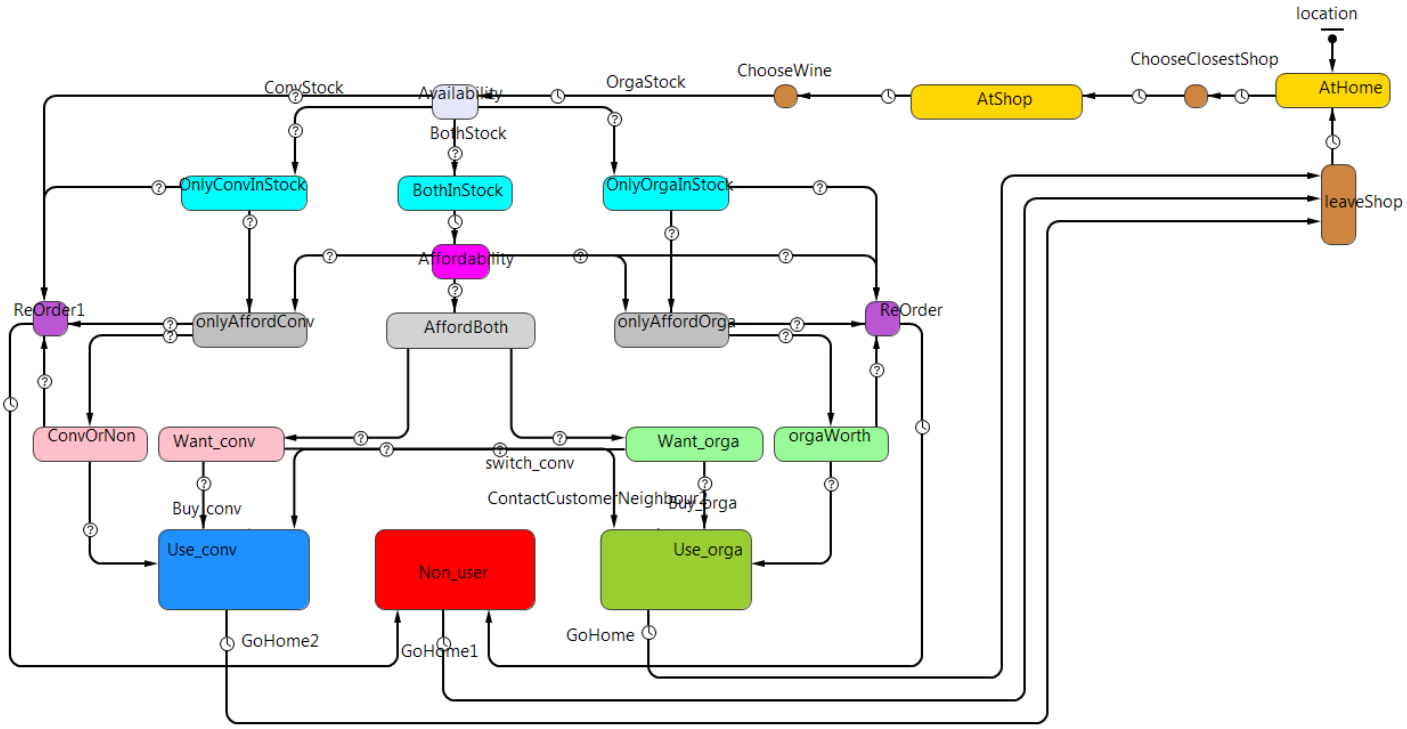
null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Object
Collection class	LinkedList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Collection: history

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Object
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Statechart Entry Point: location

null	null
General	
Logging	false
Show at runtime	true
Show name	true



Transition: TimeForWine

null	null
General	

Action	//choose the closest shop to go to
	
	double[] distant_shops= new double [5];
	
	distant_shops[0]=distanceTo (main.shop.shopX,
	main.shop.shopY);
	distant_shops[1]=distanceTo (main.shop2.shopX2,
	main.shop2.shopY2);
	distant_shops[2]=distanceTo (main.shop3.shopX3,
	main.shop3.shopY3);
	distant_shops[3]=distanceTo (main.shop4.shopX4,
	main.shop4.shopY4);
	distant_shops[4]=distanceTo (main.shop5.shopX5,
	main.shop5.shopY5);
	
	double min_val=min(distant_shops);
	minDistance=min(distant_shops);
	
	for (int i=0; i<5; i++)
	{
	if (distant_shops[i]==min_val)
	{
	
	if (i == 0) {moveTo(main.shop.shopX, main.shop.shopY);
	main.shop.visitors.add(this);
	shop=1;
	}
	
	if (i == 1) { moveTo(main.shop2.shopX2, main.shop2.shopY2);
	main.shop2.visitors2.add(this);
	shop=2;
	}
	
	if (i == 2) { moveTo(main.shop3.shopX3, main.shop3.shopY3);
	main.shop3.visitors3.add(this);
	shop=3;
	}

null	null

	if (i == 3) { moveTo(main.shop4.shopX4, main.shop4.shopY4);
	main.shop4.visitors4.add(this);
	shop=4;
	}
	
	if (i == 4) { moveTo(main.shop5.shopX5, main.shop5.shopY5);
	main.shop5.visitors5.add(this);
	shop=5;
	}
	}
	
	}

Timeout	(shoppingFrequency : WEEK)
Trigger type	Timeout
Show name	false

Transition: transition17

null	null
General	
Timeout	(uniform(10, 30) : MINUTE)
Trigger type	Timeout
Show name	false

Transition: transition30

null	null
General	
Timeout	(1 : SECOND)
Trigger type	Timeout
Show name	false

Transition: transition

null	null
General	
Timeout	(minDistance*0.4 : SECOND)
Trigger type	Timeout
Show name	false

Transition: BothStock

null	null
General	
Condition	main.RetailerStock_conv>= 1 && main.RetailerStock_orga>=1
Trigger type	Condition
Show name	true

Transition: transition35

null	null
General	
Timeout	(1 : MILLISECOND)
Trigger type	Timeout
Show name	false

Transition: transition8

null	null
General	
Condition	main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv)<=maxPrice && main.DesiredPrice_orga<=maxPrice
Trigger type	Condition
Show name	false

Transition: Prefer_Orga

null	null
General	
Condition	Intention>=0.5
Trigger type	Condition
Show name	false

Transition: Buy_orga

null	null
General	

Condition	goalOrga>=goalConv
	
	//||
	
	//goalConv>goalOrga &&
	//IntentionConv<=habitOrga;

Trigger type	Condition
Show name	true

Transition: ContactCustomerNeighbour

null	null
General	

Action	
	
	//depending on the shop the person is, he/she will contact different sets of people who are shopping in store
	
	switch(shop){
	case 1 :
	if (main.shop.visitors.size()!=0)
	send("Buy organic!", main.shop.visitors.get(uniform_discr(0, main.shop.visitors.size()-1)));
	break;
	
	case 2:
	if (main.shop2.visitors2.size()!=0)

null	null

	send("Buy organic!", main.shop2.visitors2.get(uniform_discr(0, main.shop2.visitors2.size()-1)));
	break;
	
	case 3:
	if (main.shop3.visitors3.size()!=0)
	send("Buy organic!", main.shop3.visitors3.get(uniform_discr(0, main.shop3.visitors3.size()-1)));
	break;
	
	case 4:
	if (main.shop4.visitors4.size()!=0)
	send("Buy organic!", main.shop4.visitors4.get(uniform_discr(0, main.shop4.visitors4.size()-1)));
	break;
	
	case 5:
	if (main.shop5.visitors5.size()!=0)
	send("Buy organic!", main.shop5.visitors5.get(uniform_discr(0, main.shop5.visitors5.size()-1)));
	break;
	}

Rate	(main.ContactsPerDay : PER_DAY)
Trigger type	Rate
Show name	false

Transition: GoHome

null	null
General	
Action	main.RetailerStock_orga--;
Timeout	(uniform(3, 5) : HOUR)
Trigger type	Timeout
Show name	true

Transition: transition10

null	null
General	

Action	//////////////
	orgaAtShop=0;
	
	convAtShop=0;
	
	//////////removed from the shop
	switch (shop){
	case 1:
	main.shop.visitors.remove(this);
	break;
	
	case 2:
	main.shop2.visitors2.remove(this);
	break;
	
	case 3:
	main.shop3.visitors3.remove(this);
	break;
	
	case 4:
	main.shop4.visitors4.remove(this);
	break;

null	null

	case 5:
	main.shop5.visitors5.remove(this);
	break;
	}
	////Return home
	
	moveTo(XHome, YHome);

Timeout	(uniform(1, 3) : HOUR)
Trigger type	Timeout
Show name	false

Transition: switch_conv

null	null
General	
Condition	goalConv>goalOrga //&& //IntentionConv>habitOrga;
Trigger type	Condition
Show name	true

Transition: ContactCustomerNeighbour1

null	null
General	

Action	//depending on the shop the person is, he/she will contact different sets of people who are shopping in store
	switch(shop){
	case 1 :
	if (main.shop.visitors.size()!=0)
	send("Buy conventional!", main.shop.visitors.get(uniform_discr(0, main.shop.visitors.size()-1)));
	break;
	
	case 2:
	if (main.shop2.visitors2.size()!=0)
	send("Buy conventional!", main.shop2.visitors2.get(uniform_discr(0, main.shop2.visitors2.size()-1)));
	break;
	
	case 3:
	if (main.shop3.visitors3.size()!=0)
	send("Buy conventional!", main.shop3.visitors3.get(uniform_discr(0, main.shop3.visitors3.size()-1)));
	break;
	
	case 4:
	if (main.shop4.visitors4.size()!=0)
	send("Buy conventional!", main.shop4.visitors4.get(uniform_discr(0, main.shop4.visitors4.size()-1)));
	break;
	
	case 5:
	if (main.shop5.visitors5.size()!=0)
	send("Buy conventional!", main.shop5.visitors5.get(uniform_discr(0, main.shop5.visitors5.size()-1)));
	break;
	}

null	null
Rate	(main.ContactsPerDay : PER_DAY)
Trigger type	Rate
Show name	false

Transition: GoHome2

null	null
General	
Action	main.RetailerStock_conv--;
Timeout	(uniform(3, 5) : HOUR)
Trigger type	Timeout
Show name	true

Transition: Prefer_Conv

null	null
General	
Condition	Intention<0.5
Trigger type	Condition
Show name	false

Transition: Buy_conv

null	null
General	

Condition	//IntentionConv>habitConv &&
	//goalConv>=goalOrga
	
	//||
	
	//IntentionConv<=habitConv;
	
	goalConv>=goalOrga
	
	//||
	
	//goalConv<goalOrga &&
	//IntentionOrga<=habitConv;

Trigger type	Condition
Show name	true

Transition: switch_orga

null	null
General	
Condition	goalConv<goalOrga //&& //IntentionOrga>habitConv;
Trigger type	Condition
Show name	false

Transition: transition9

null	null
General	
Condition	main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv)<=maxPrice &&
Trigger type	Condition
Show name	false

Transition: transition16

null	null
General	
Condition	Intention<=0.5
Trigger type	Condition
Show name	false

Transition: transition2

null	null
General	
Condition	goalConv>=goalOrga
Trigger type	Condition
Show name	false

Transition: transition7

null	null
General	
Condition	goalOrga>goalConv
Trigger type	Condition
Show name	false

Transition: transition21

null	null
General	
Timeout	(2 : SECOND)
Trigger type	Timeout
Show name	false

Transition: GoHome1

null	null
General	
Timeout	(uniform(3, 5) : HOUR)
Trigger type	Timeout
Show name	true

Transition: ContactCustomerNeighbour2

null	null

null	null
General	

Action	//depending on the shop the person is, he/she will contact different sets of people who are shopping in store
	switch(shop){
	case 1 :
	if (main.shop.visitors.size()!=0)
	send("No idea!", main.shop.visitors.get(uniform_discr(0, main.shop.visitors.size()-1)));
	break;
	
	case 2:
	if (main.shop2.visitors2.size()!=0)
	send("No idea!", main.shop2.visitors2.get(uniform_discr(0, main.shop2.visitors2.size()-1)));
	break;
	
	case 3:
	if (main.shop3.visitors3.size()!=0)
	send("No idea!", main.shop3.visitors3.get(uniform_discr(0, main.shop3.visitors3.size()-1)));
	break;
	
	case 4:
	if (main.shop4.visitors4.size()!=0)
	send("No idea!", main.shop4.visitors4.get(uniform_discr(0, main.shop4.visitors4.size()-1)));
	break;
	
	case 5:
	if (main.shop5.visitors5.size()!=0)
	send("No idea!", main.shop5.visitors5.get(uniform_discr(0, main.shop5.visitors5.size()-1)));
	break;
	}

Rate	(main.ContactsPerDay : PER_DAY)
Trigger type	Rate
Show name	true

Transition: transition23

null	null
General	
Condition	Intention>0.5
Trigger type	Condition
Show name	false

Transition: transition12

null	null
General	
Condition	main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv)> maxPrice &&
Trigger type	Condition
Show name	false

Transition: transition24

null	null
General	

null	null
Condition	Intention>=0.5
Trigger type	Condition
Show name	false

Transition: transition28

null	null
General	
Condition	goalOrga>=goalConv
Trigger type	Condition
Show name	false

Transition: transition26

null	null
General	
Condition	goalOrga<goalConv
Trigger type	Condition
Show name	false

Transition: transition20

null	null
General	
Timeout	(2 : SECOND)
Trigger type	Timeout
Show name	false

Transition: transition25

null	null
General	
Condition	Intention<0.5
Trigger type	Condition
Show name	false

Transition: transition13

null	null
General	
Condition	main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv)> maxPrice && main.DesiredPrice_orga>maxPrice
Trigger type	Condition
Show name	false

Transition: OrgaStock

null	null
General	

null	null
Condition	main.RetailerStock_conv< 1 && main.RetailerStock_orga>=1
Trigger type	Condition
Show name	true

Transition: transition3

null	null
General	
Condition	(main.DesiredPrice_orga)<=maxPrice
Trigger type	Condition
Show name	false

Transition: transition4

null	null
General	
Condition	(main.DesiredPrice_orga)>maxPrice
Trigger type	Condition
Show name	false

Transition: ConvStock

null	null
General	
Condition	main.RetailerStock_conv>= 1 && main.RetailerStock_orga<1
Trigger type	Condition
Show name	true

Transition: transition5

null	null
General	
Condition	main.DesiredPrice_conv+(main.taxation*main.DesiredPrice_conv)> maxPrice
Trigger type	Condition
Show name	false

Transition: transition6

null	null
General	
Condition	main.DesiredPrice_conv+ (main.taxation*main.DesiredPrice_conv)<=maxPrice
Trigger type	Condition
Show name	false

Transition: StockOut

null	null
General	
Condition	main.RetailerStock_conv< 1 && main.RetailerStock_orga<1
Trigger type	Condition
Show name	false

State: AtHome

null	null
General	

Entry action	//the message will be dilivered to all connected agents (in 50 m vicinty)
	
	switch(wineType){
	case 1 :
	send("Buy organic!", ALL_CONNECTED);
	break;
	
	case -1 :
	send("Buy conventional!", ALL_CONNECTED);
	break;
	
	case 2 :
	send("No idea!", ALL_CONNECTED);
	break;
	
	case 0:
	break;
	}

Show name	true

State: ChooseClosestShop

null	null
General	
Fill color	peru
Show name	true

State: AtShop

null	null
General	
Exit action	f_Habit();

Entry action	visit++;
	if (habitConv==0 && habitOrga==0){
	if (visit<=4){
	if (visit%checkPriceInitial==0){
	check=checkPriceInitial;
	f_PBC();
	f_Gain();
	f_Social();
	}
	}

null	null

	else if (visit>4){
	if (visit%checkPriceNoHabit==0){
	check=checkPriceNoHabit;
	f_PBC();
	f_Gain();
	f_Social();
	}
	}
	}
	
	if (habitConv==0 && habitOrga>=0 ||habitConv>=0 &&
	habitOrga==0){
	if (visit%checkPriceHabit==0){
	check=checkPriceHabit;
	f_PBC();
	f_Gain();
	f_Social();
	}
	}
	
	F_wtc();
	
	f_Attitude();

Show name	true

State: ChooseWine

null	null
General	
Fill color	peru
Show name	true

State: Availability

null	null
General	
Exit action	main.NWantAny--;
Entry action	main.NWantAny++;
Fill color	lavender
Show name	true

State: BothInStock

null	null
General	
Exit action	main.NWantAny--;
Entry action	oval.setFillColor(lavender); main.NWantAny++;
Fill color	cyan
Show name	true

State: Affordability

null	null
General	
Entry action	//f_WTC();
Fill color	magenta
Show name	true

State: AffordBoth

null	null
General	
Exit action	main.NWantAny--;

Entry action	oval.setFillColor(gray);
	//potetial to buy anything
	main.NWantAny++;
	
	//******* Intention= W_p+W_S+W_B+W_A*********
	Intention=((main.W_S*SocialNorm)+(main.W_B*PBCB)+(main.W_A*Attitude)) /
	(main.W_S+main.W_B+main.W_A);
	
	//******converting intention for consistency
	if (Intention>=0.5 && Intention<0.65){
	IntentionOrga=uniform(0.1,0.35, new Random());
	IntentionConv=uniform(0.05,0.2, new Random());
	}
	else if (Intention>=0.65 && Intention<0.85){
	IntentionOrga=uniform(0.35,0.7, new Random());
	IntentionConv=uniform(0.02,0.15, new Random());
	}
	else if (Intention>=0.85 && Intention<1){
	IntentionOrga=uniform(0.7,0.9, new Random());
	IntentionConv=uniform(0.01,0.1, new Random());
	}
	
	//converting
	if (Intention<0.5 && Intention>=0.35){
	IntentionConv=uniform(0.1,0.35, new Random());
	IntentionOrga=uniform(0.05,0.2, new Random());
	}
	else if (Intention<0.35 && Intention>=0.15){
	IntentionConv=uniform(0.35,0.7, new Random());
	IntentionOrga=uniform(0.02,0.15, new Random());
	}
	else if (Intention<0.15 && Intention>=0){
	IntentionConv=uniform(0.7,0.9, new Random());
	IntentionOrga=uniform(0.01,0.1, new Random());
	}

Fill color	lightGrey
Show name	true

State: Want_orga

null	null
General	
Exit action	main.NWant_orga--;

Entry action	main.NWant_orga++;
	oval.setFillColor(purple);
	
	//** hedonic orga

null	null

	if (IntentionOrga>=habitOrga){
	hedonicOrga=IntentionOrga;//+0.5*habitOrga;
	} else if (IntentionOrga<habitOrga){
	hedonicOrga=1;
	
	}
	//**
	
	// hedonic conv
	hedonicConv=IntentionConv;
	
	f_Norm();
	
	//Goal framing theory orga
	goalOrga=(main.Wh*hedonicOrga+main.Wg*gainOrga+main.Wn*NormOrga)/
	(main.Wh+main.Wg+main.Wn);
	
	//Goal framing theory conv
	goalConv=(main.Wh*hedonicConv+main.Wg*gainConv+main.Wn*NormConv)/
	(main.Wh+main.Wg+main.Wn);

Fill color	paleGreen
Show name	true

State: Use_orga

null	null
General	
Exit action	main.NWant_orga--; history.add("organic");

Entry action	oval.setFillColor(green);
	main.NWant_orga++;
	
	orgaShop++;
	wineType=1;
	main.totalOrg++;

Fill color	yellowGreen
Show name	true

State: leaveShop

null	null
General	
Exit action	
Fill color	peru
Show name	true

State: Use_conv

null	null
General	
Exit action	main.NWant_conv--; history.add("conventional");

Entry action	oval.setFillColor(lightBlue);
	
	main.NWant_conv++;
	
	convShop++;
	wineType=-1;
	main.totalConv++;

Fill color	dodgerBlue
Show name	true

State: Want_conv

null	null
General	
Exit action	main.NWant_conv--;

Entry action	main.NWant_conv++;
	oval.setFillColor(pink);
	
	// hedonic orga
	hedonicOrga=IntentionOrga;
	
	// hedonic conv
	if (IntentionConv>=habitConv){
	//hedonicConv=IntentionConv;//+0.5*habitConv;
	hedonicConv=IntentionConv;//+0.5*habitConv;
	} else if (IntentionConv<habitConv){
	hedonicConv=1;//+0.5*habitConv;
	//hedonicConv=habitConv;
	}
	
	f_Norm();
	
	//Goal framing theory orga
	goalOrga=(main.Wh*hedonicOrga+main.Wg*gainOrga+main.Wn*NormOrga)/
	(main.Wh+main.Wg+main.Wn);
	
	//Goal framing theory conv
	goalConv=(main.Wh*hedonicConv+main.Wg*gainConv+main.Wn*NormConv)/
	(main.Wh+main.Wg+main.Wn);

Fill color	pink
Show name	true

State: onlyAffordConv

null	null
General	
Exit action	main.NWant_conv--;

Entry action	oval.setFillColor(gray);
	//potetial to buy anything
	main.NWant_conv++;
	
	//******* Intention= W_p+W_S+W_B+W_A*********
	Intention=((main.W_S*SocialNorm)+(main.W_B*PBCB)+(main.W_A*Attitude)) /
	(main.W_S+main.W_B+main.W_A);
	
	//******converting intention for consistency
	if (Intention>=0.5 && Intention<0.65){
	IntentionOrga=uniform(0.1,0.35);
	IntentionConv=0;
	}
	else if (Intention>=0.65 && Intention<0.85){
	IntentionOrga=uniform(0.35,0.75);
	IntentionConv=0;
	}
	else if (Intention>=0.85 && Intention<1){
	IntentionOrga=uniform(0.75,0.9);
	IntentionConv=0;
	}
	
	//converting
	if (Intention<0.5 && Intention>=0.35){
	IntentionConv=uniform(0.1,0.35);
	IntentionOrga=0;
	}
	else if (Intention<0.35 && Intention>=0.15){
	IntentionConv=uniform(0.35,0.75);
	IntentionOrga=0;
	}
	else if (Intention<0.15 && Intention>=0){
	IntentionConv=uniform(0.75,0.9);
	IntentionOrga=0;
	}

Fill color	silver
Show name	true

State: ConvOrNon

null	null
General	
Exit action	main.NWant_conv--;

Entry action	oval.setFillColor(peru);
	main.NWant_conv++;
	
	// hedonic orga
	hedonicOrga=0;
	
	// hedonic conv
	hedonicConv=IntentionConv;
	
	f_Norm();
	f_Gain();
	
	//Goal framing theory orga
	goalOrga=(main.Wh*hedonicOrga+main.Wg*gainOrga+main.Wn*NormOrga)/
	(main.Wh+main.Wg+main.Wn);

null	null

	//Goal framing theory conv
	goalConv=(main.Wh*hedonicConv+main.Wg*gainConv+main.Wn*NormConv)/
	(main.Wh+main.Wg+main.Wn);

Fill color	pink
Show name	true

State: ReOrder1

null	null
General	
Exit action	main.NWantAny--;
Entry action	main.NWantAny++;
Fill color	mediumOrchid
Show name	true

State: Non_user

null	null
General	
Exit action	main.NWantAny--; main.NWant_conv--;

Entry action	oval.setFillColor(red);
	main.NWantAny++;
	main.NWant_conv++;
	wineType=2;
	NoShop++;
	main.totalNoth++;

Fill color	red
Show name	true

State: onlyAffordOrga

null	null
General	
Exit action	main.NWant_orga--;

Entry action	oval.setFillColor(gray);
	//potetial to buy anything
	main.NWant_orga++;
	
	//******* Intention= W_p+W_S+W_B+W_A*********
	Intention=((main.W_S*SocialNorm)+(main.W_B*PBCB)+(main.W_A*Attitude)) /
	(main.W_S+main.W_B+main.W_A);
	
	//******converting intention for consistency
	if (Intention>=0.5 && Intention<0.65){
	IntentionOrga=uniform(0.1,0.35);
	IntentionConv=0;
	}
	else if (Intention>=0.65 && Intention<0.85){

null	null

	IntentionOrga=uniform(0.35,0.75);
	IntentionConv=0;
	}
	else if (Intention>=0.85 && Intention<1){
	IntentionOrga=uniform(0.75,1);
	IntentionConv=0;
	}
	
	//converting
	if (Intention<0.5 && Intention>=0.35){
	IntentionConv=uniform(0.1,0.35);
	IntentionOrga=0;
	}
	else if (Intention<0.35 && Intention>=0.15){
	IntentionConv=uniform(0.35,0.75);
	IntentionOrga=0;
	}
	else if (Intention<0.15 && Intention>=0){
	IntentionConv=uniform(0.75,1);
	IntentionOrga=0;
	}

Fill color	silver
Show name	true

State: orgaWorth

null	null
General	
Exit action	main.NWant_orga--;

Entry action	main.NWant_orga++;
	oval.setFillColor(purple);
	
	// hedonic orga
	hedonicOrga=IntentionOrga;
	
	// hedonic conv
	hedonicConv=0;
	
	f_Norm();
	f_Gain();
	
	//Goal framing theory orga
	goalOrga=(main.Wh*hedonicOrga+main.Wg*gainOrga+main.Wn*NormOrga)/
	(main.Wh+main.Wg+main.Wn);
	
	//Goal framing theory conv
	goalConv=(main.Wh*hedonicConv+main.Wg*gainConv+main.Wn*NormConv)/
	(main.Wh+main.Wg+main.Wn);

Fill color	paleGreen
Show name	true

State: ReOrder

null	null
General	
Exit action	main.NWant_conv--;
Entry action	main.NWant_conv++;
Fill color	mediumOrchid
Show name	true

State: OnlyOrgaInStock

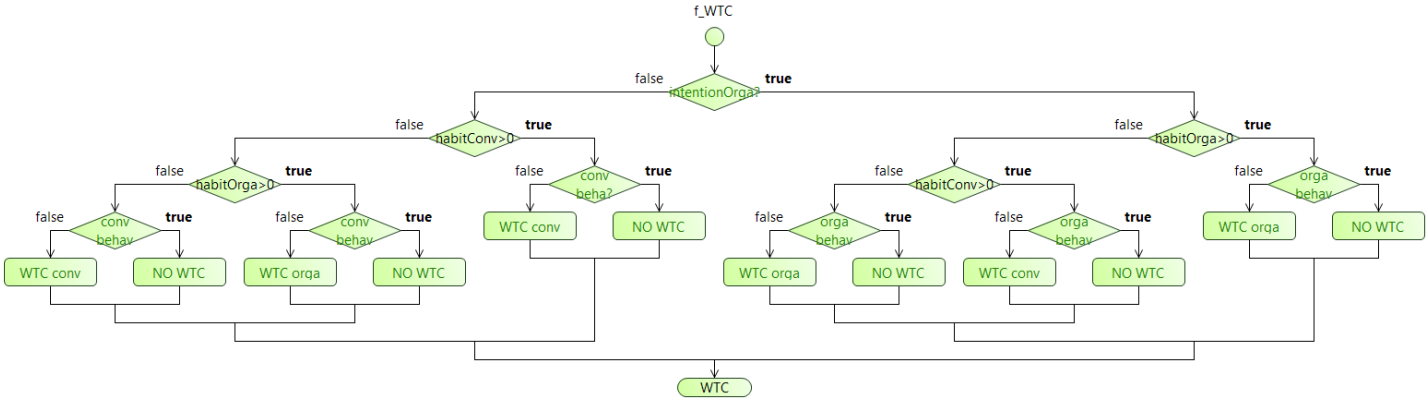
null	null
General	
Exit action	main.NWant_orga--;
Entry action	oval.setFillColor(cyan); main.NWant_orga++;
Fill color	cyan
Show name	true

State: OnlyConvInStock

null	null
General	
Exit action	main.NWant_conv--;
Entry action	oval.setFillColor(cyan); main.NWant_conv++;
Fill color	cyan
Show name	true

Action Chart: f_WTC

null	null
General	
Return type	double
Return type:	Returns value
Show at runtime	true
Show name	true
Advanced	
Static	false
Access type	default
System dynamics units	false



Decision: decision3

null	null
General	
Condition	Intention>=0.5

null	null
Advanced	
Comment	intentionOrga?

Decision: decision1

null	null
General	
Condition	habitConv>0

Decision: decision8

null	null
General	
Condition	habitOrga>0

Decision: decision10

null	null
General	
Condition	wineType==-1
Advanced	
Comment	conv behav

Code: code24

null	null
General	
Action	WTC=uniform(-0.75,-0.5, new Random());
Advanced	
Comment	WTC conv

Code: code9

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Decision: decision9

null	null
General	
Condition	wineType==-1 && IntentionConv>habitOrga
Advanced	
Comment	conv behav

Code: code23

null	null
General	
Action	WTC=uniform(0.5,0.75, new Random());
Advanced	
Comment	WTC orga

Code: code8

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Decision: decision18

null	null
General	
Condition	wineType==-1
Advanced	
Comment	conv beha?

Code: code21

null	null
General	
Action	WTC=uniform(-0.75,-0.5, new Random());
Advanced	
Comment	WTC conv

Code: code20

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Decision: decision

null	null
General	
Condition	habitOrga>0

Decision: decision2

null	null
General	
Condition	habitConv>0

Decision: decision7

null	null
General	
Condition	wineType==1 && IntentionOrga>habitConv
Advanced	
Comment	orga behav

Code: code22

null	null
General	
Action	WTC=uniform(-0.5,-0.1, new Random());
Advanced	
Comment	WTC conv

Code: code7

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Decision: decision6

null	null
General	
Condition	wineType==1
Advanced	
Comment	orga behav

Code: code19

null	null
General	
Action	WTC=uniform(0.5,0.75, new Random());
Advanced	
Comment	WTC orga

Code: code5

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Decision: decision4

null	null
General	
Condition	wineType==1
Advanced	
Comment	orga behav

Code: code18

null	null
General	
Action	WTC=uniform(0.1,0.5, new Random());
Advanced	
Comment	WTC orga

Code: code4

null	null
General	
Action	WTC=0;
Advanced	
Comment	NO WTC

Return: returnStatement1

null	null
General	
Return code	WTC

Text: text

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Home and shop coordinates
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	-190.0
y	670.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Oval: oval

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	darkOrange
Line width	1.0
Line style	SOLID
Position and size	
Circle	true
x	0.0
Radius X	2.0
y	0.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text5

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Person information
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	-160.0
y	30.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text7

null	null
General	

null	null
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Social norm information
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	360.0
y	880.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text8

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Attitude information
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	220.0
y	680.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text10

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	

null	null
Text	PBC information
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	220.0
y	920.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text11

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Habit
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	530.0
y	680.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text4

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Intention-habit
Appearance	
Color	blue
Alignment	LEFT
Position and size	

null	null
x	380.0
y	680.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text14

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Willingness to change
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	840.0
y	1080.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text15

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Goal framing theory
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	60.0
y	680.0
z	0.0
Rotation	0.0
Advanced	

null	null
Show in	2D only
Show name	false

Text: text9

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Shopping status
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	680.0
y	680.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text13

null	null
General	
Dynamic: Visible	false
Show at runtime	true
Lock	false
Public	false
Text	
Text	Environmental impact
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	560.0
y	920.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object

On receive	//collect organic messages a person receives
	if (msg.equals("Buy organic!")){
	OrgaMsg.add (msg);
	//&& this.inState(AtHome)
	//collect conventional messages a person receives
	}
	if (msg.equals("Buy conventional!")){
	ConvMsg.add (msg);
	// collect no idea messages a person receives
	}
	if (msg.equals("No idea!")){
	NoMsg.add (msg);
	}
	
	//ListIterator<Individual> it = connections.listIterator();

Animation	
Draw line	false

Agent Type: Shop

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Variable: shopX

null	null
General	
Initial value	300
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shopY

null	null
General	
Initial value	350
Type	double
Show at runtime	true
Show name	true

null	null
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: visitors

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Individual
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Text: text1

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	The collection of people currently at shop (of type Household)
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	320.0
y	70.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Group: house

null	null
General	

null	null
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
Dynamic: x	shopX
y	0.0
Dynamic: y	shopY
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps257

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(79, 143, 200)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps258

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(168, 197, 229)
Line width	1.0

null	null
Line style	SOLID
Position and size	
x	-1.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps259

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(124, 170, 215)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	5.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps260

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(222, 234, 245)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	-1.0
z	0.0
Z-Height	10.0
Advanced	

null	null
Show name	false

Polyline: _ps261

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Line color	new Color(31, 43, 62)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps262

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-9.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps263

null	null
General	
Polyline closed	true

null	null
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	1.0
y	7.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps264

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-5.0
y	6.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps265

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0

null	null
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Shop2

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Variable: shopX2

null	null
General	
Initial value	150
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shopY2

null	null
General	
Initial value	600
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: visitors2

null	null

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Individual
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Text: text1

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	The collection of people currently at shop (of type Household)
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	320.0
y	70.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Group: house

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
Dynamic: x	shopX2
y	0.0
Dynamic: y	shopY2
z	0.0

null	null
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps257

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(79, 143, 200)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps258

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(168, 197, 229)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps259

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(124, 170, 215)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	5.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps260

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(222, 234, 245)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	-1.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps261

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	

null	null
Line color	new Color(31, 43, 62)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps262

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-9.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps263

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	1.0
y	7.0
z	0.0

null	null
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps264

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-5.0
y	6.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps265

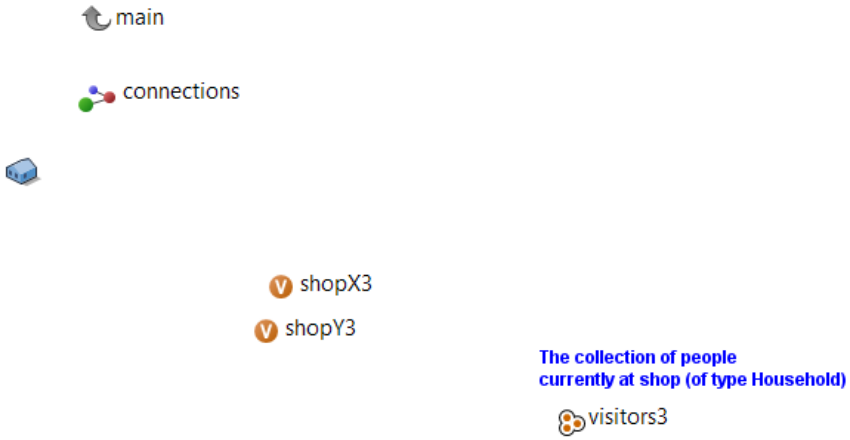
null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Shop3

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0

null	null
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Variable: shopX3

null	null
General	
Initial value	320
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shopY3

null	null
General	
Initial value	550
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: visitors3

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Individual
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	

null	null
Access type	public
Save in snapshot	true
Static	false

Text: text1

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	The collection of people currently at shop (of type Household)
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	350.0
y	120.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Group: house

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
Dynamic: x	shopX3
y	0.0
Dynamic: y	shopY3
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps257

null	null

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(79, 143, 200)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps258

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(168, 197, 229)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps259

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	

null	null
Fill color	new Color(124, 170, 215)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	5.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps260

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(222, 234, 245)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	-1.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps261

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Line color	new Color(31, 43, 62)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0

null	null
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps262

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-9.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps263

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	1.0
y	7.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps264

null	null

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-5.0
y	6.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps265

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	

null	null
Draw line	false

Agent Type: Shop4

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Variable: shopX4

null	null
General	
Initial value	200
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shopY4

null	null
General	
Initial value	250
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: visitors4

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Individual
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Text: text1

null	null
General	

null	null
Show at runtime	true
Lock	false
Public	false
Text	
Text	The collection of people currently at shop (of type Household)
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	393.0
y	54.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Group: house

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
Dynamic: x	shopX4
y	0.0
Dynamic: y	shopY4
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps257

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(79, 143, 200)
Line width	1.0

null	null
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps258

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(168, 197, 229)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps259

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(124, 170, 215)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	5.0
z	0.0
Z-Height	10.0
Advanced	

null	null
Show name	false

Polyline: _ps260

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(222, 234, 245)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	-1.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps261

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Line color	new Color(31, 43, 62)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps262

null	null
General	
Polyline closed	true

null	null
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-9.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps263

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	1.0
y	7.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps264

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0

null	null
Line style	SOLID
Position and size	
x	-5.0
y	6.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps265

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Shop5

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true

null	null
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Variable: shopX5

null	null
General	
Initial value	350
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public

null	null
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: shopY5

null	null
General	
Initial value	160
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Collection: visitors5

null	null
General	
Initial contents	{}
Initial contents	{}
Element class	Individual
Collection class	ArrayList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true
Static	false

Text: text1

null	null
General	
Show at runtime	true
Lock	false
Public	false
Text	
Text	The collection of people currently at shop (of type Household)
Appearance	
Color	blue
Alignment	LEFT

null	null
Position and size	
x	320.0
y	70.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Group: house

null	null
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
Dynamic: x	shopX5
y	0.0
Dynamic: y	shopY5
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps257

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(79, 143, 200)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps258

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(168, 197, 229)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps259

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(124, 170, 215)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	5.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps260

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false

null	null
Public	true
Appearance	
Fill color	new Color(222, 234, 245)
Line width	1.0
Line style	SOLID
Position and size	
x	-11.0
y	-1.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps261

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Line color	new Color(31, 43, 62)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps262

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-9.0

null	null
y	4.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps263

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	1.0
y	7.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps264

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(60, 82, 119)
Line width	1.0
Line style	SOLID
Position and size	
x	-5.0
y	6.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps265

null	null
General	
Polyline closed	true
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0
Line style	SOLID
Position and size	
x	-1.0
y	10.0
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

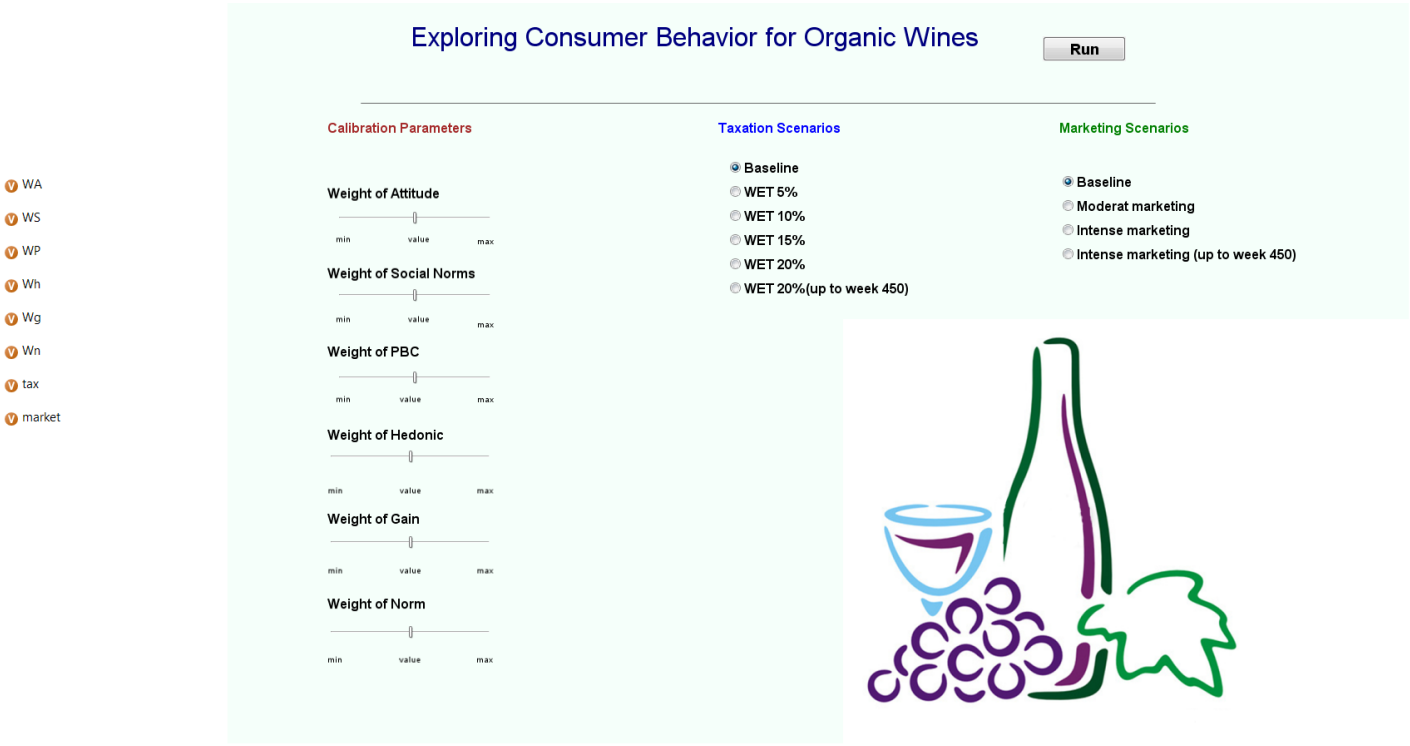
Option List: Gender

null
Male
Female

Simulation Experiment: Simulation

null	null
General	
Maximum available memory	2048
Agent type	Main
Model time	
Execution mode	Real time with scale
Real time scale	10.0
Stop option	Stop at specified time
Initial time	0.0
Final time	600.0
Initial date	Fri Jun 01 00:00:00 GMT 2018
Randomness	

null	null
Random Number Generation Type	Fixed seed (reproducible simulation runs)
Seed value	1
Selection mode for simultaneous events	LIFO (in the reverse order of scheduling)
Window	
Title	Organic_food : Simulation
Enable zoom and panning	true
Enable developer panel	true
Enable developer panel on start	false
Advanced	
Load root from snapshot	false



Variable: WA

null	null
General	
Initial value	0.55
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WS

null	null
General	
Initial value	0.16
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: WP

null	null
General	
Initial value	0.6
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: Wh

null	null
General	
Initial value	0.8
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: Wg

null	null
General	
Initial value	0.4
Type	double

null	null
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: Wn

null	null
General	
Initial value	0.2
Type	double
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: tax

null	null
General	
Initial value	0
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Variable: market

null	null
General	
Initial value	0
Type	int
Show at runtime	true
Show name	true
Advanced	
Access type	public

null	null
Static	false
Constant	false
Save in snapshot	true
System dynamics units	false

Rectangle: rect

null	null
General	
Show at runtime	true
Lock	false
Appearance	
Fill color	mintCream
Line width	1.0
Line style	SOLID
Position and size	
x	100.0
Width	1420.0
y	0.0
Height	890.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show name	false

Text: text9

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Exploring Consumer Behavior for Organic Wines
Appearance	
Color	navy
Alignment	LEFT
Position and size	
x	320.0
y	20.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Line: line2

null	null

null	null
General	
Show at runtime	true
Lock	false
Appearance	
Line color	dimGray
Line width	1.0
Line style	SOLID
Position and size	
x	260.0
dX	955.0
y	120.0
dY	0.0
z	0.0
dZ	0.0
Z-Height	10.0
Advanced	
Show name	false

Text: text22

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Taxation Scenarios
Appearance	
Color	blue
Alignment	LEFT
Position and size	
x	690.0
y	140.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text46

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Calibration Parameters
Appearance	
Color	brown
Alignment	LEFT
Position and size	

null	null
x	220.0
y	140.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text1

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	230.0
y	277.344
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text34

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider.getMax()
Appearance	
Color	black
Alignment	RIGHT
Position and size	
x	420.0
y	280.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text35

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	330.0
y	277.344
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text39

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider7.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	230.0
y	373.485
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text40

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider7.getMax()
Appearance	
Color	black
Alignment	RIGHT

null	null
Position and size	
x	420.0
y	380.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text41

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider7.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	330.0
y	373.485
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text47

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider8.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	230.0
y	469.627
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text50

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider8.getMax()
Appearance	
Color	black
Alignment	RIGHT
Position and size	
x	420.0
y	470.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text51

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider8.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	320.0
y	469.627
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text61

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Weight of Attitude
Appearance	
Color	black
Alignment	LEFT
Position and size	

null	null
x	220.0
y	218.672
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text62

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Weight of Social Norms
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	314.813
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text72

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Weight of Norm
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	713.112
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text11

null	null
General	

null	null
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider14.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	782.772
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text12

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider14.getMax()
Appearance	
Color	black
Alignment	RIGHT
Position and size	
x	419.0
y	782.772
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text18

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider14.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	

null	null
x	319.5
y	782.772
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text19

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider9.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.474
y	579.502
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text24

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider9.getMax()
Appearance	
Color	black
Alignment	RIGHT
Position and size	
x	419.474
y	579.502
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text25

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider9.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	319.974
y	579.502
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text26

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	min
Dynamic: Text	slider10.getMin()
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.474
y	675.643
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text27

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	max
Dynamic: Text	slider10.getMax()
Appearance	
Color	black
Alignment	RIGHT

null	null
Position and size	
x	419.474
y	675.643
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text28

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	value
Dynamic: Text	slider10.getValue()
Appearance	
Color	black
Alignment	CENTER
Position and size	
x	319.974
y	675.643
z	0.0
Rotation	0.0
Advanced	
Show name	false

Image: image

null	null
General	
Show at runtime	true
Lock	false
Position and size	
x	840.0
Width	700.0
y	380.0
Height	510.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text67

null	null
General	
Show at runtime	true

null	null
Lock	false
Text	
Text	Weight of Gain
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	610.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text73

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Weight of Hedonic
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	510.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Text: text74

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Weight of PBC
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	220.0
y	410.0
z	0.0
Rotation	0.0

null	null
Advanced	
Show name	false

Text: text23

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Marketing Scenarios
Appearance	
Color	green
Alignment	LEFT
Position and size	
x	1100.0
y	140.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Button: button

null	null
General	
Enabled	true
Dynamic: Label	getState() == IDLE ? "Run" : "Top level agent"
Label text	Run
Action	

Action	if (getState() == IDLE)
	run();
	getExperimentHost().setPresentable(getEngine().getRoot());

Position and size	
x	1080.0
Width	100.0
y	40.0
Height	30.0
Advanced	
Show name	false

Slider: slider

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0

null	null
Link	WA
Link	WA
Link to	true
Orientation	Horizontal
Position and size	
x	230.0
Width	190.0
y	238.888
Height	41.0
Advanced	
Show name	false

Slider: slider7

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0
Link	WS
Link	WS
Link to	true
Orientation	Horizontal
Position and size	
x	230.0
Width	190.0
y	332.282
Height	41.0
Advanced	
Show name	false

Slider: slider8

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0
Link	WP
Link	WP
Link to	true
Orientation	Horizontal
Position and size	
x	230.0
Width	190.0
y	431.17
Height	41.0
Advanced	
Show name	false

Slider: slider9

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0
Link	Wh
Link	Wh
Link to	true
Orientation	Horizontal
Position and size	
x	220.474
Width	199.0
y	513.577
Height	65.0
Advanced	
Show name	false

Slider: slider10

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0
Link	Wg
Link	Wg
Link to	true
Orientation	Horizontal
Position and size	
x	220.474
Width	199.0
y	623.452
Height	52.0
Advanced	
Show name	false

Slider: slider14

null	null
General	
Enabled	true
Maximum value	1
Minimum value	0
Link	Wn
Link	Wn
Link to	true
Orientation	Horizontal
Position and size	

null	null
x	220.0
Width	199.0
y	730.581
Height	52.0
Advanced	
Show name	false

Radio Buttons: radio

null	null
General	
Enabled	true
Link	market
Link	market
Link to	true
String values	Baseline, WET 5%, WET 10%, WET 15%, WET 20%, WET 20%(up to week 450)
Orientation	Vertical
Action	

Action	if (value==0){
	tax=0;
	}
	else if (value==1){
	tax=1;
	}
	else if (value==2){
	tax=2;
	}
	else if (value==3){
	tax=3;
	}
	else if (value==4){
	tax=4;
	}
	else if (value==5){
	tax=5;
	}

Position and size	
x	700.0
Width	300.0
y	182.656
Height	197.0
Advanced	
Show name	false

Radio Buttons: radio1

null	null
General	
Enabled	true
Link	market
Link	market
Link to	true
String values	Baseline, Moderat marketing, Intense marketing, Intense marketing (up to week 450)
Orientation	Vertical

null	null
Action	

Action	if (value==0){
	market=0;
	}
	else if (value==1){
	market=1;
	}
	else if (value==2){
	market=2;
	}
	else if (value==3){
	market=3;
	}

Position and size	
x	1100.0
Width	360.0
y	200.0
Height	140.0
Advanced	
Show name	false

Database: Database

null	null
Import	
List of tables import data settings	[- Import Settings]
Log	
Logging	false

Database Table: sheet1

null	null
Advanced	
Cached database table	false

null	null	null	null	null
gender	INTEGER	-	-	
education	INTEGER	-	-	
frequency	VARCHAR(16777216)	-	-	
income	INTEGER	-	-	
age	INTEGER	-	-	