経営・社会情報学コース

1930099 服部　凌典

Universe.Volatile = 6

MakeAgtSet(AgentSet , Universe.Ground.Pheromone)

For Each Pheromone In AgentSet

if GetCountStep() Mod Universe.Volatile == 0 Then

Pheromone.Qt = Pheromone.Qt -1

if Pheromone.Qt < 1 Then

DelAgt (Pheromone )

End if

End if

Next Pheromone

}