

A. Questions regarding the theory in the textbook

Referring to Chapter 4.3 in the textbook, see course activities week 14.

A.1 Study carefully the pseudo programming code in figure 4.3, line by line. Identify the code which corresponds to the four parts of the decision-making process loop as mentioned on pg. 75.

Rad 1-5 beliefs, 13-14

6-7 deliberate, 16-17

8 execute plan stegvis

9 tills visdare är exekvering av planen

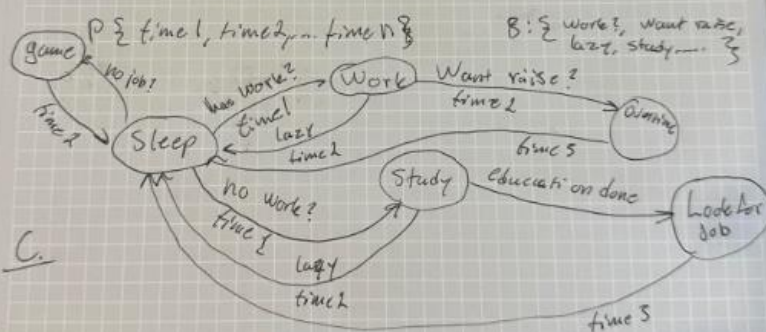
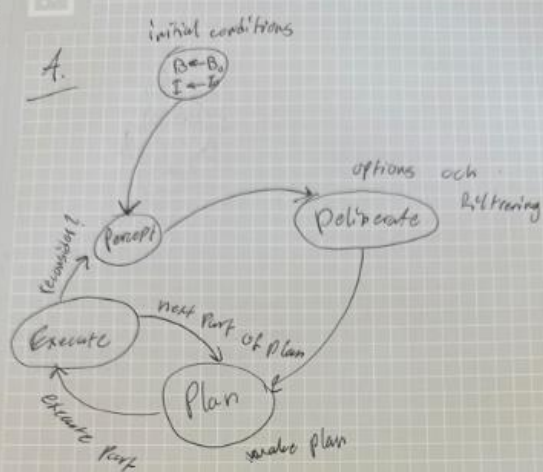
A.2 Once you understand the code and the mentioned decision-making process loop, try to draw the decision-making process loop as a finite state machine (by hand on paper, using circles as states and arrows as conditions for state-transitions).

B. Questions regarding research articles/the other research material

If you have problems to understand A.2 above, you might want to repeat once more the content from the lecture slides on state machines from week 13. (No question here to be answered).

C. Questions regarding the implementation in the project

C.1 Apply the structure of the final state machine from A.2 above on the citizen agents in a democratic state with the identified beliefs, goals, intentions and actions from DiC_chpt4a. Draw the finite state machine by hand on paper.



C.