When doing research on rules engines, Zilonis seemed to be a quality choice. It is a multithreaded engine based on the Rete algorithm. It is also based in Java. There were several examples and tutorials of the engine online that showed Zilonis’ syntax and were relatively easy to follow. However, when going to download this rules engine, there was no download link on the website (sourceforge.net was the first site to come up). The only thing to follow was a link to Zilonis’ actual website, however when followed, did nothing but display a message “the zilonis web site is undergoing renovations”. When typing the website address in (zilonis.org), the message that appeared stated “This website is temporarily unavailable, please try again later”. This showed that using Zilonis was not an option, as it is clearly not properly maintained.

Zilonis

-Based on rete algorithm

-based in Java

-Syntax was relatively easy to follow

-Website and download links were not functional therefore zilonis is not maintained.