

# Simulation Centrée Individus Projet NetLogo

SimCity

Quentin Brault

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# ToDo

	<b>P.</b>
1. UI du jeu : buttons, toggles, graphes et GUI . . . . .	3
2. Description behavior chaque composant . . . . .	3

# Table des matières

Test	3
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# Test

```
to updateHouseWarnings
  if time mod hourLength = 0 [
    let :warnings warnings with [target = myself]
    let :employmentWarnings :warnings with [shape = warningEmployement]

    let :x xcor - 0.5 + (0.5 * (count :warnings))
    let :y ycor + 0.75
    let :importanceStart 3 * dayLength
    let :importanceStep dayLength

    let :longUnemployedResidents residents with [(employer = -1) and ((tick
  ifelse count :longUnemployedResidents > 0 [
    if not any? :employmentWarnings [
      hatch-warnings 1 [initWarning :x :y warningEmployement myself :impo
    ]
  ][
    ask :employmentWarnings [die]
  ]
]
end
```

1.UI du jeu : buttons, toggles, graphes et GUI

2.Description behavior chaque composant