# Part C Trond Z

I added packet loss of 1% where if my constant r is smaller than 1 it adds noise that moves the object by up to + or - 0,5 in x and y direction. Also, if the is no packet-loss it will not add the noise to the movement. This is seen in the code under.

**to** go  
 ask turtles [  
 let ratio 1 / (count out-link-neighbors + 1)  
  
 let consensus-x 0  
 let consensus-y 0  
  
 ask out-link-neighbors [  
  
 set consensus-x consensus-x + ratio \* position-x  
 set consensus-y consensus-y + ratio \* position-y  
 ]  
   
 let r random-float 100  
   
 if r < packet-loss   
 [  
 let noise-x (random-float 1 - 0.5) \* (2 \* noise) ; introduce noise  
 let noise-y (random-float 1 - 0.5) \* (2 \* noise) ; introduce noise  
 set position-x position-x + noise-x  
 set position-y position-y + noise-y  
 ]   
 if r >= packet-loss   
 [  
 set position-x ratio \* xcor + consensus-x  
 set position-y ratio \* ycor + consensus-y  
 ]  
 ]  
  
 ask turtles [  
 set xcor position-x  
 set ycor position-y  
 ]  
  
 tick  
**end**