

# Homework 1

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## Profiler Agent

The Profiler agent will start off by building a user profile and shows a simple GUI for selecting the guided tours available to the guide. It will also subscribe to the changes in the DF when a new guide services are available using a notification service for the same.

The profiler agent sleeps using WAKER BEHAVIOUR and after the time lapse it sends the profile to the tour guide agent.

Once the profiler receives the customized guide it keeps on requesting for the detailed information about the Art Collection from the curator using the TICKER BEHAVIOUR.

## Tour Guide Agent

The tour guide registers itself at the DF at the start only. Then it registers for MSG RECEIVER for receiving requests from the profiler.

After receiving the profile from the profiler agent it further requests the curator for the information about the available Art Collection.

After receiving response from curator, the tour guide filters the information required by the profiler based on the request profile received by it in the starting itself.

This customised collection is then sent back to the profiler for its use.

## Curator Agent

The curator first registers itself at the DF. After receiving the request from the tour guide with the help of ONE SHOT BEHAVIOUR the curator responds back with the Art Collection. The profiler after receiving the response from the tour guide requests the curator for more information about the customised collection. The curator continuously respond back to the profiler using the CYCLIC BEHAVIOUR. All this process of responding the tour guide and the profiler is done in parallel using PARALLEL BEHAVIOUR. All this process is done in a sequential manner so that the parent has to wait for its child to finish its task first before moving on to the next one. This is implemented with the help of SEQUENTIAL BEHAVIOUR.

Both the profiler and the curator agent also use the DF to find a curator.