

# CSS 434

## Lab Work 3b: Mobile Agents

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Lab work date: See the syllabus

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### 1. Purpose

This laboratory work intends to let you understand how to code and run mobile agents, so that you can focus on your HW3's code design.

### 2. Statement of Work

1. Read [program 3's specification](#) carefully to understand how to run UWAgent.
2. Code a simple mobile agent, say MyAgent.java that migrates to cssmpi1h, thereafter cssmpi2h, and finally cssmpi3h in this order as printing out "hop", "step", and "jump" at a respective site. Please note that you can choose any three different computing nodes other than cssmpi1h, 2h, and 3h.

### 3. Related Materials

- To take a quick review for UWAgents, see the slides: p21 of [Migration.ppt](#)
- To get the UWAgents user manual, click [UWAgentUserManual.pdf](#)
- To take a snapshot of the entire X server screen, type:

```
import -window root X.jpeg
```

### 4. What to Turn in

Turn in the following materials to Canvas by the due date of Program 3:

1. Your mobile agent program, (i.e., MyAgent.java)
2. Your agent execution output, (i.e., X.jpeg)