| Name: | Date: | Period: |
|---|---|---|

# Lab14: Schelling's Segregation Model

- Attach a code printout.
- Consider two types of agents arranged in a checkerboard...
  - Delete the four corners.
  - Delete twenty more at random.
  - Add five back in at random.
- Assume each agent wants to neighbor some of its own type...
  - If it has only one or two neighbors, it wants one of them to share its type.
  - For three, four, or five, share types with two.
  - For six, seven, or eight, share types with three.
  - Remember that some of the squares are empty.
- If an agent is not satisfied with its neighbors...
  - Move to an empty square so that it is satisfied.
  - Move to the nearest such square.
  - Or, move to any such square at random.
  - Process agents in row-major order.
- Repeat this process in rounds. Stop when everyone is satisfied or after $N$ rounds.
- Describe what happens.

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## Official Use Only

| | | | |
|---|---|---|---|
| Header: | Name | Correct Date | Program Description |
| Style: | Comments | Variable Names | Modular |
| Data Structures: | Obvious | General | Lean |
| Algorithm: | Clear | Correct | Efficient |
| Scoring: | Raw _____ | Late _____ | Total _____ |