Agent Based Modelling and Simulation
Session 04

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Examine Sesssion 04 practice material:

Summary of Practice Session

1. Design and use of dynamic array (list) of basic C data types such as integer and double
2. Design of advanced user defined data types via XMML
3. Use of dynamic arrays (lists) in FLAME
4. Randomizing a message queue
5. Dynamically removing agents from the simulation
6. Initializing arrays.