# Wilensky and Rand Concept List

## Chapter 2: Creating Simple Agent-Based Models

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| Game of Life:  * *tick* * Interface, code and info tabs * View settings and explanation   + Wrap * Code Tab * The procedure   + *setup*   + *go* * *clear-all* * *ask patches* * Agent-centric thinking * *if*   + *ifelse*   + Multiple and nested if statements * *random*   + Pseudo-random number generators * *reset-ticks* * Interface items   + Buttons     - Forever buttons   + Choosers * Patch variables   + *patches-own* * *set* | * *neighbors, neighbors4* * View updates – on ticks * Global vs. agent variables   + *globals* * Colors  Heroes and Cowards:  * Turtle variables   + *color, pcolor, size, shape*   + *setxy*   + *create-turtles*   + *xcor, ycor* * *facexy* * *one-of* * Lists * Calling procedures * Turtle/patch monitors * Links * *other* * *with* * *random-seed, new-seed*  Simple Economy  * *histogram* * Plotting |

## Chapter 3: Exploring and Extending Agent-Based Models

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| The Fire Model:  * Critical Threshold (103) * Randomness (106) * Agent-centric thinking (106) * Commands and Reporters (109) * Extending models * Testing multiple variables * Local variables * *patch-at* (116) * *nobody* (116)  The Diffusion-Limited Aggregation (DLA) Model |  |

## Chapter 4: Creating Agent-Based Models

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| Designing Your Model: |  |