//

// Iso param file, CourseWare 0.2, vfb, 9809??

// CourseWare 0.3, vfb, 990303

// ParamVerbose

Globals {

courseware.util.CourseWareApplet cwa;

eco.iso.Isoclines iso;

eco.iso.IsoPlot2D plot;

cwa.setBackground( 204,204,204 );

cwa.setCommentRows(2);

cwa.setModuleToRun("eco.iso.Isoclines"), "moduleToRun";

cwa.comment("Add trajectories to predator/prey system.");

cwa.setReader ( "Discussion", "eco/iso/readers/discussion.html" );

cwa.setReader ( "Questions", "eco/iso/readers/questions.html" );

cwa.setReader ( "Details", "eco/iso/readers/underhood.html" );

cwa.setReader ( "Homework", "eco/iso/readers/homework.html" );

cwa.setReader ( "References", "eco/iso/readers/refs.html" ) ;

plot.setTimeLabel( 1, "Population" );

plot.setTimeLabel( 0, "Time" );

plot.setStateLabel( 0, "Prey" );

plot.setStateLabel( 1, "Predator" );

ParamList ("Time", "iso.rerun") {

iso.setMaxTime(50.0), "run to time";

iso.setDt(.005), "dt approximation";

iso.setPlotNth(10), "plot nth";

}

iso.makeButton("Time");

}

Scenario ("Linear Codependent") {

eco.iso.LinearCodep sys;

cwa.comment("Linear Codependent system.");

iso.setIsoSteps(2);

iso.setSystem( "LinearCodep", "eco.iso.LinearCodep", "0.5 0.05 0.5 0.5" );

iso.addTrajectory( "10,10", 10.0, 10.0 );

sys.setDt(.005);

sys.setPlotNth(10);

}

Scenario ("Saturated Predator") {

eco.iso.SatPred sys;

cwa.comment("Saturated Predator system.");

iso.setIsoSteps(2);

iso.setSystem( "SatPred", "eco.iso.SatPred", "0.5 0.05 0.5 0.5 .001" );

iso.addTrajectory( "10,10", 10.0, 10.0 );

sys.setDt(.005);

sys.setPlotNth(10);

}

Scenario ("Saturated Predator, Logistic Prey") {

eco.iso.SatPredLogPrey sys;

cwa.comment("Saturated Predator, Logistic Prey system.");

iso.setIsoSteps(2);

iso.setSystem( "SatPredLogPrey", "eco.iso.SatPredLogPrey",

"0.5 0.05 0.5 0.5 .001 70" );

iso.addTrajectory( "10,10", 10.0, 10.0 );

sys.setDt(.005);

sys.setPlotNth(10);

}

Scenario ("Fighting Saturated Predator, Logistic Prey") {

eco.iso.FightSatPredLogPrey sys;

cwa.comment("Fighting Saturated Predator, Logistic Prey system.");

iso.setIsoSteps(31);

iso.setSystem( "FightSatPredLogPrey", "eco.iso.FightSatPredLogPrey",

"0.5 0.05 0.5 0.5 .001 70 .05" );

iso.addTrajectory( "10,10", 10.0, 10.0 );

sys.setDt(.005);

sys.setPlotNth(10);

}