Simulator Documentation

Initialize

* Run model
  + Read in data
    - Read in population
      * Turn data into dictionary
    - Read in households
      * Turn data into dictionary
    - Create household (literally – the houses) dictionary
    - Read in scenario
    - Initialize death rate
    - Count available units
      * Save to available Units dic
    - Check Data (Make sure all marriages are over 18 years of age)
    - Check Data 2 (Make sure that households listed in popdic exist)
  + Generate unmatched household list and dictionary (based on hh number)
  + Create students
  + Find prices for available units
    - Get averages
    - Get squared error
    - Get standard deviation
  + Find prices for all units
    - Get averages
    - Get squared error
    - Get standard deviation
  + Generate unmatched household list and dictionary (based on hh number)
  + Scenario driven new units built
    - Choose house type
    - Choose rooms
    - Find rent price for unit
  + Scenario Life Changes
    - Check for survival
    - If Lived: age 1 year
    - If died:
      * Kill someone
        + Remove from household
    - If over 18:
      * Move out at 18
        + Stay in town?
  + Delete dead
  + Check data (Make sure all marriages are over 18 years of age)
  + Check data 2 (Make sure that households listed in popdic exist)
  + Find prices for available units
    - Get averages
    - Get squared error
    - Get standard deviation
  + Find prices for all units
    - Get averages
    - Get squared error
    - Get standard deviation
  + Adjust Prices
  + Get student data
  + Write data out
  + Write to data (“houses”)
  + Create new people for scenario