Miniproject - Robert-Cristian Ciama

Theme: trains

Platform: JADE

Purpose: Simulate a train-tracking environment using agents

Description:

- each train has a route from a station (A) to a station (B) using some rail tracks;

- some routes have double rail tracks;

- in places where there is only one track, trains must wait for one another;

- when reaching the destination train has to confirm number of stops and delay;

- train will inform station of departure intention and will only depart after track availability confirmation;

- train will inform station of arrival;

- station will broadcast to neighboring (next) station(s) that a train has departed

- route map and stations are based on the Romanian railway map.

Results:

Trains announce their arrivals as they pass through stations. Some trains report a delay in "minutes" due to the lack of double tracks.

Future improvements:

- each train has a different (max) speed;

- each rail track (portion) has a different max speed;

- some (major) stations have global announcements, meaning they can receive information from other (major) stations.