

# Tutorial #1 - oTree Objects - Web Technologies

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# Tutorial #1: Public goods game.

```
% phd.m
%
% author: Cecilia
% date: 09/08/05

load THESIS_TOPIC

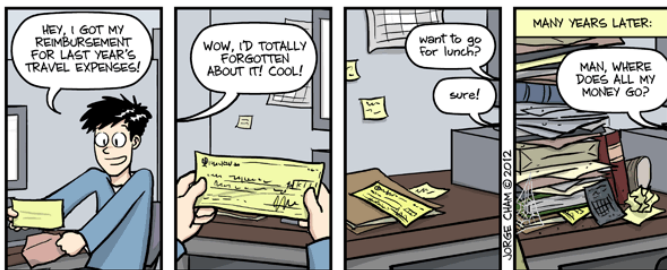
while {funding==true}
    data = run_experiment(THESIS_TOPIC);
    GOOD_ENOUGH = query(advisor);
    if {data > GOOD_ENOUGH}
        graduate();
        break
    else
        THESIS_TOPIC = new();
        years_in_gradschool += 1;
    end
end
```



- ▶ Open your console (Powershell, terminal, or any flavored python console)
- ▶ Open an editor (PyCharm, SublimeText, Kate, Atom. . . )
- ▶ Follow Me!

# Tutorial #1: Public goods game.

*This is a three player game where each player is initially endowed with 100 points. Each player individually makes a decision about how many of their points they want to contribute to the group. The combined contributions are multiplied by 2, and then divided evenly three ways and redistributed back to the players.*



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## `models.Constants`

Open `models.py`. This file contains the game's data models (player, group, subsession) and constant parameters.

First, let's modify the `Constants` class to define our constants and parameters – things that are the same for all players in all games.

- ▶ There are 3 players per group. So, change `players_per_group` to 3. oTree will then automatically divide players into groups of 3.
- ▶ The endowment to each player is 100 points. So, let's define `endowment` and set it to `c(100)`.
- ▶ Each contribution is multiplied by 2. So let's define `multiplier` and set it to 2.

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### `models.Player`

After the game is played, what data points will we need about each player? It's important to know how much each person contributed. So, we define a field **contribution**, which is a currency

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## `models.Group`

What data points are we interested in recording about each group?

We might be interested in knowing the total contributions to the group, and the individual share returned to each player. So, we define those 2 fields.

Finally let's define our payoff function. The argument to the function should be a group whose payoffs should be calculated.

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## views.py and Templates

Now we define our views, which contain the logic for how to display the HTML templates.

Since we have 2 templates, we need 2 Page classes in views.py

1. First let's define `Contribute`. This page contains a form, so we need to define `form_model` and `form_fields`. Specifically, this form should let you set the **contribution field on the player**.
2. The template contains a brief explanation of the game, and a form field where the player can enter their contribution.

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## views.py and Templates

3. Now we define Results. This page doesn't have a form so our class definition can be empty (with the `pass` keyword).
4. Now create the **Results.html** template



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views.py and Templates

## Consideration

5. After a player makes a contribution, they cannot see the results page right away; they first need to wait for the other players to contribute. You therefore need to add a **WaitPage**. When a player arrives at a wait page, they must wait until all other players in the group have arrived. Then everyone can proceed to the next page.

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## Finally

- ▶ Edit the `views.page_sequence`
- ▶ Define the session in **`sessions.py`**
- ▶ Reset the database and run



# Understanding oTree

## oTree is a **Framework**

- ▶ A Framework is an abstraction in which software providing generic functionality can be selectively changed by additional user-written code, thus providing application-specific software
- ▶ Frameworks have key distinguishing features that separate them from normal libraries:
  - ▶ The overall program's flow of control is not dictated by the caller, but by the framework.
  - ▶ A user can extend the framework - usually by selective overriding
  - ▶ Users can extend the framework, but should not modify its code.

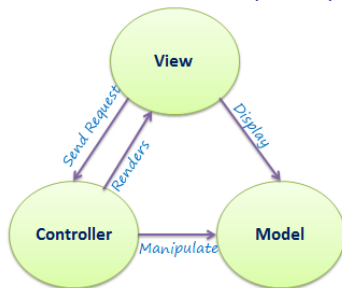
# Understanding oTree

## oTree is a **Model-View-Controller (MVC)** Framework

- ▶ The **model** is the central component of the pattern. It expresses the application's behavior in terms of the problem domain, independent of the user interface.[6] It directly manages the data, logic and rules of the application.
- ▶ A **view** can be any output representation of information, such as a chart or a diagram. Multiple views of the same information are possible, such as a bar chart for management and a tabular view for accountants.
- ▶ The **controller**, accepts input and converts it to commands for the model or view

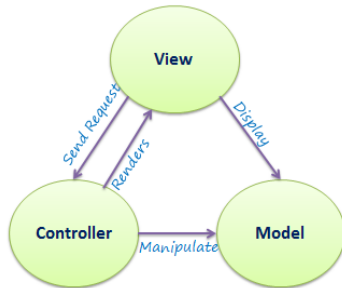
# Understanding oTree

oTree is a **Model-View-Controller** (MVC) Framework



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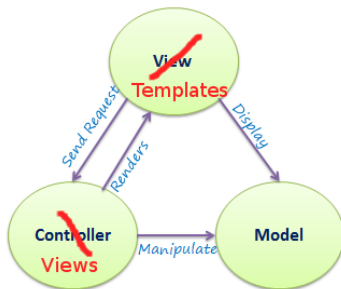
**Wait!**

# Understanding oTree

oTree is a ~~Model-View-Controller~~ (MVC) Framework

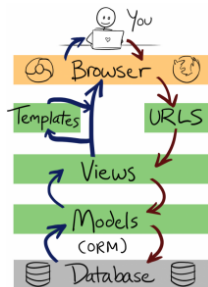
oTree is a **Model-View-Template** (MVT) Framework

- ▶ Model
- ▶ View => **controller**
- ▶ Template => **template**



# Understanding oTree

## Django oTree workflow





# References

- ▶ <http://otree.readthedocs.io/en/latest/>