

## SAI Artifact

*(sai4jacamo.Sai4JacamoArt)*

obliged(agent, aim, deadline)

prohibited(agent, aim, deadline)

sai\_is(assignee,status\_function)

- addNormativeProgram(filename)
- addConstitutiveProgram(filename)

## Crisis Parameters

*(simulator.CrisisParametersArt)*

nblnhabit(zone,number)

security\_phase(zone,phase)

- updateInhabitants(zone,inhabitants)
- updatePhase(zone,phase)

## Table Artifact

*(simulator.TangibleTableArt)*

tangibleIn(tangibleObject,x,y)

imagibleIn(imagibleObject,x,y)

- putTangible(tangibleObject, x,y,actor)
- putImagible(imagibleObject, x,y,actor)