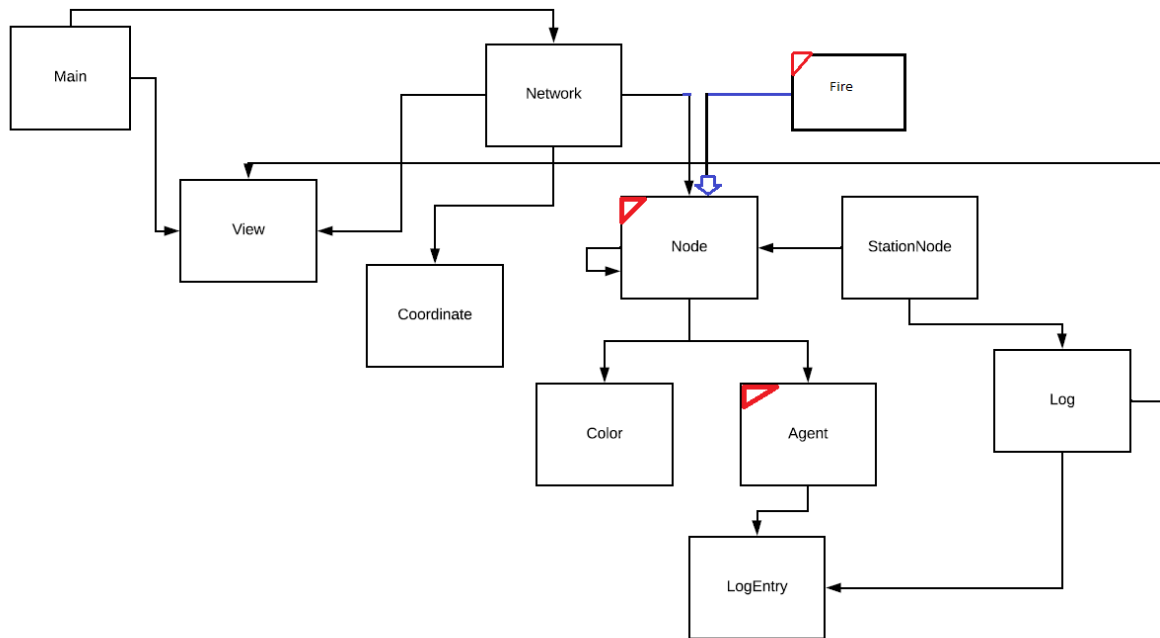


Project 4 – Mobile Agents  
Marcus Trujillo and Colton Trujillo



### Important classes

**Agent** – As per spec, all agents were run on their own independent threads. The network started with a single agent that traversed the network looking for fire. After fire was found, agents only spread through cloning while they monitored the fire.

**Node** – As per spec, all nodes were run on their own independent threads. The status of the node was indicated by its Color. They each were at a unique coordinate in the network. They passed LogEntry objects through the network in order to get them to the station node eventually. They did a similar thing with Agents, allowing only one to occupy it at a time.

**Station Node** – A subclass of node, it behaved the exact same way, except it never passed messages to other nodes, it simply added them to the log.

**Log** – This was a very simple class that wasn't very complicated. It just held the LogEntry objects that were created whenever an agent was cloned and they reached the station node.

**Fire** – We used the fire on its own thread to keep up with the spirit of concurrency for the project. It simply spread to a single node at a time from a node that was on fire after a fixed amount of time.