

Trading mechanism

Pseudocode!

FunctionNameHere:

Cyclic Behaviour.

currentAmount: Integer

negotiationCounters: Integer : 0.

SendingMessage(currentAmount) to requesters.

Waiting (15) Cancel ().

requesterMessage : IncomingMessage();

Switch(requester Message):

Case: "Accept":

SaveInstanceRecord();

Break;.

Case: "Negotiation":

SendingMessage("Requested New Number");.

Break;

Case: "Refuse"

Cancel();

Case: "Requested New Number":

SendingMessage(currentAmount);

Default: "requestedAmount"

currentAmount = NegotiatePrices(requestedAmount, currentAmount
negotiationCount);

negotiationCount ++;

IF(currentAmount == requestedAmount) SendingMessage("Accept");

Else if(current Amount == 0) SendingMessage ("Refuse");

Else if(currentAmount >= requestedAmount) ("Negotiation").

break;

Commented [T1]: Messages come in four 5 forms, Accept, Negotiation, Refuse, Ask for a new number, a number (default cases)

Commented [T2]: //This is an Integer called requestedAmount. Is the Message Client send if we requested a new number.

Commented [T3]: //The amount Client request match our
//Trading mechanism. Accept the deal.

Commented [T4]: If currentAmount = 0, Refusing

NegotiatePrices (requestedAmount: Integer, currentAmount: Integer, negotiationCount: Integer)

Limitation: integer

IF(requestedAmount < limitation)

(IF(negotiationCount < 4)

return 0;

Else return (currentAmount* 95%)

Else if(requestedAmount = limitation) If (negotiationCount < 4)

return ((currentAmount + limitation) / 2)

Else **return** limitation

Else if (requestedAmount > limitation) if(negotiationCount < 4)

return ((requestedAmount + currentAmount)

/ 2

Else **return** requestedAmount.

Commented [T5]: Negotiation Function

Commented [T6]: Count how many time negotiation occurs, stop when too much

Commented [T7]: You are done, no more negotiation, kills yourself



