MURATBaseAgent - exit: Boolean - defaultBehaviour: Behaviour - status: Integer - incomingMessage: ACLMessage - outgoingMessage: ACLMessage

CityAgent

- crossroads: Map<Integer, CrossroadModel>
- crossroadsNames: List<String>
- roadStretchesNames: List<String>
- sampleTime: Integer
- initialTime: LocalTime
- totalTicks: Integer
- crossroadsTicks: Map<String, Integer>
- ticksColumnNamesValue: Map<Integer, Map<String, Double>>
- ticksCrossroadsReceivedReport: Map<Integer, Map<String, Boolean>>
- totalVehiclesIn: Double
- totalVehiclesOut: Double
- totalTicksToExit: Double

CrossroadAgent

- cityName: String
- cityInputMode: String
- optimizeStateTimesPolicy: Boolean
- crossroadId: Integer
- crossroadModel: CrossroadModel
- states: Map<Integer, StateModel>
- initialStates: Map<Integer, StateModel>
- futureStates: Map<Integer, StateModel>
- initialState: Integer
- currentState: Integer
- updateStateTimes: Boolean
- trafficLights: Map<Integer, TrafficLightModel>
- trafficLightsColorsPerState: Map<Integer, Map<Integer, String>>
- roadStretches: Map<String, RoadStretchModel>
- roadStretchesIn: Map<String, RoadStretchModel>
- roadStretchesInFromOutOfSystem: Map<String, RoadStretchModel>
- roadStretchesInFromAnotherCrossroad: Map<String, RoadStretchModel>
- roadStretchesOut: Map<String, RoadStretchModel>
- roadStretchesOutToOutOfSystem: Map<String, RoadStretchModel>
- road Stretches Out To Another Cross road: Map < String, Road Stretch Model >
- crossroadsStretches: Map<String, CrossroadStretchModel>
- statesCrossroadStretches: Map<Integer, Map<String, Set<String>>>
- statesTrafficLightsCrossroadStretches: Map<Integer, Map<Integer, Set<String>>>
- sampleTime: Integer
- initialTime: LocalTime
- currentTicks: Integer
- stateTicks: Integer
- totalTicks: Integer
- totalTicksToExit: Integer
- totalTicksToExitOutOfSystem: Integer
- totalTicksToExitToAnotherCrossroad: Integer
- tickRoadStretchOccupation: Map<Integer, Map<String, Double>>
- currentVehicles: Map<String, Queue<Integer>>
- totalVehiclesIn: Integer
- $\hbox{-} total Vehicles In From Out Of System: Integer\\$
- totalVehiclesInFromAnotherCrossroad: Integer
- totalVehiclesOut: Integer
- totalVehiclesOutOfSystem: Integer
- totalVehiclesOutToAnotherCrossroad: Integer
- totalVehiclesOutPerTick: Map<Integer, Integer>
- totalVehiclesOutOfSystemPerTick: Map<Integer, Integer>
- totalVehiclesOutToAnotherCrossroadPerTick: Map<Integer, Integer>

TrafficLightAgent

- trafficLightId: Integer
- crossroadld: Integer
- roadStretchInName: String
- light: String