

## Analyseergebnisse 20.06.2022 vom Branch BugFixing2

Hat nix mit dem Team zu tun. Hier schaut er nur, ob er in die Endzone geht

```
// submit block, if its in the right direction
// original //if(nextAgentStatus.GetAttachedElementsAmount() > 0 && visibleThing.getThingType().contains("er
if(nextAgentStatus.GetAttachedElementsAmount() > 0 && visibleThing.getThingType().contains("entity-5")
    && NextAgentUtil.IsAgentInGoalZone(nextAgentStatus.GetGoalZones()) )
{
```

NextAgentUtil.NextTo liefert sehr oft false, obwohl ich neben einem Dispenser stehe

Position ist hier [13, 20], WestPoint aber [-1,0]



```
*/
* @return boolean
*/
public static boolean NextTo(Vector2D position, NextAgentStatus status) {
    if (position.equals(NextConstants.WestPoint) && !status.GetAttachedElements().contains(NextConstants.WestPoint)) {
        return true;
    }
    if (position.equals(NextConstants.NorthPoint) && !status.GetAttachedElements().contains(NextConstants.NorthPoint)) {
        return true;
    }
    if (position.equals(NextConstants.EastPoint) && !status.GetAttachedElements().contains(NextConstants.EastPoint)) {
        return true;
    }
    if (position.equals(NextConstants.SouthPoint) && !status.GetAttachedElements().contains(NextConstants.SouthPoint)) {
        return true;
    }
    return false;
}
```

```
return NextActionWrapper.CreateAction(NextConstants.Actions.move, new Identifier("w"));
}

public static Action GenerateEastNow() {
    return NextActionWrapper.CreateAction(NextConstants.Actions.move, new Identifier("e"));
}

/**
 * Reports, if a Thing is next to the Agent
 *
 * @param position - x-Value, y-Value of a Thing
 * @param status - #source of information
 * @return boolean
 */
public static boolean NextTo(Vector2D position, NextAgentStatus status) {
    if (position.equals(NextConstants.WestPoint) && !status.GetAttachedElements().contains(NextConstants.WestPoint)) {
        return true;
    }
    if (position.equals(NextConstants.NorthPoint) && !status.GetAttachedElements().contains(NextConstants.NorthPoint)) {
        return true;
    }
    if (position.equals(NextConstants.EastPoint) && !status.GetAttachedElements().contains(NextConstants.EastPoint)) {
        return true;
    }
    if (position.equals(NextConstants.SouthPoint) && !status.GetAttachedElements().contains(NextConstants.SouthPoint)) {
        return true;
    }
    return false;
}

/**
 * Returns the direction for an action
 *
 * @param xValue - x-Value of Thing
 * @param yValue - y-Value of Thing
 * @return Identifier
 */
```

name	value
position	Vector2D (id=200)
status	NextAgentStatus (id=53)
attachedElements	HashSet<E> (id=207)
currentRole	NextRole (id=137)
deactivated	false
dispenser	HashSet<E> (id=208)
energy	100
goalZones	HashSet<E> (id=209)
hits	HashSet<E> (id=210)
lastAction	Move (id=211)
lastActionParams	Id (id=212)
lastActionResult	Success (id=144)
name	Team51 (id=145)
nextAgent	NextAgent (id=47)
obstacles	HashSet<E> (id=213)
role	default (id=147)
roleZones	HashSet<E> (id=214)
surveyedAgents	HashSet<E> (id=215)
surveyedThings	HashSet<E> (id=216)
teamName	51 (id=151)
visibleAttachedElements	HashSet<E> (id=217)
visibleThings	HashSet<E> (id=203)

<Choose a previously entered expression>  
Vector2d[13, 20]

```
//Special case: Interaction with an adjacent element.
for (NextMapTile visibleThing : nextAgentStatus.GetVisibleThings()) {

    Vector2D position = visibleThing.getPosition();

    if (visibleThing.getThingType().contains("dispenser")
        && NextAgentUtil.NextTo(position, nextAgentStatus) && nextAgent.GetActiveTask() != null
        && NextAgentUtil.IsCorrectBlockType(nextAgent.GetActiveTask(), visibleThing.getThingType()))
    {
        // Block für den aktiven Task überhaupt tragbar?
    }
}
```

Findet manchmal keinen Weg dahin. (evtl Debuggerproblem)



Name	Value
SetPathMemory() returned	(No explicit return)
▼ this	NextIntention (id=...
▪ manhattanPath	NextManhattanP...
▼ ▪ nextAgent	NextAgent (id=4...
> ▪ actionRequestActive	Boolean (id=63)
> ▪ activeTask	NextTask (id=12...
> ▪ agentStatus	NextAgentStatus
> ▪ agentTask	NextConstantsSE
> ▪ aStar	NextAStarPath (i...
> ▪ disableAgentFlag	Boolean (id=72)
> ▪ finishedSimulations	ArrayList<E> (id...
> ▪ intention	NextIntention (id...
▪ lastID	154
> ▪ mailbox	MailService (id=...
▪ manhattanPath	NextManhattanP...
> ▪ map	NextMap (id=75)
> ▪ name	"51" (id=77)
> ▪ pathMemory	ArrayList<E> (id...
> ▪ percepts	Collections\$Sync...
> ▪ position	Vector2D (id=86)
> ▪ processor	NextPerceptRead...
> ▪ simStatus	NextSimulationS...
▪ timeMonitor	null
> ▪ nextAgentStatus	NextAgentStatus
> ▪ possibleActions	ArrayList<E> (id...
<Choose a previously entered expression>	
[]	

Zum Dispenser gehen, ein Dispenser entdeckt, steht direkt davor und dann findet er ihn nicht mehr

