

Spatial Simulation Report: Growing Cows Script

Scripting with GAMA's programming language is an outstanding form of simulating several scenarios. With its friendly interface and open source algorithm, learning the logic and best practices of GAML is fundamental to perform good simulations.

The main objective of the assignment was to create a scenario with 30 cows with the ability to age, change color, die and be born whenever one of them died.

Even though the results were reached as required, it was extremely challenging to kickstart the first lines of code. This happens due to the lack of basic skills on programming with GAML.

After writing the first lines of code, adding reflexes to the cows wasn't a complex task, however, making them die and then giving birth to another new baby cow was, which took some time to complete.

In conclusion, it is very satisfying to see improvements in the skills and better understanding the language structure. It feels like with a few more practical activities, it will be feasible to create more complex scenarios.

