Task 1

Implementation of Agent behavior.

Agent Name: Profiler

public class Profiler extends Agent{

private ProfilerGui myGui;

protected void setup() {

myGui = new ProfilerGui(this);

myGui.showGui();

addBehaviour(new FiveStep());

}

}

Behavior Name: One shot behavior

public class MyOneShotBehaviour extends OneShotBehaviour {

public void action() {

// Open gui to enter user information like Signup

// This function can also be used if a user want to visit an item

}

}