

Base Classes

```
class Agent(unique_id: int, model: Model) \[source\]
```

Base class for a model agent.

Create a new agent.

Args:

unique_id (int): A unique numeric identified for the agent model: (Model): Instance of the model that contains the agent

`step()` → `None` [\[source\]](#)

A single step of the agent.

```
class Model(*args: Any, **kwargs: Any) \[source\]
```

Base class for models.

Create a new model. Overload this method with the actual code to start the model.

Attributes:

schedule: schedule object running: a bool indicating if the model should continue running

`run_model()` → `None` [\[source\]](#)

Run the model until the end condition is reached. Overload as needed.

`step()` → `None` [\[source\]](#)

A single step. Fill in here.

`next_id()` → `int` [\[source\]](#)

Return the next unique ID for agents, increment current_id

`reset_randomizer(seed: int | None = None)` → `None` [\[source\]](#)

Reset the model random number generator.

Args:

seed: A new seed for the RNG; if None, reset using the current seed