

An Agent Based Wedding Model

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ABSTRACT

In this course we have attempted to study agent based development and agent concepts to be applied in software development. In an effort to do just that, we have been presented with an architecture that aims to emulate the concept of agent programming. This Architecture's name is called Actory, and it is implemented in the Smalltalk scripting language. Using Actory, we attempt to model planning a wedding in an agent based manner. Though incomplete, we will present this implementation, along with the projected implementation and learning concepts that were planned, but not implemented. Before that, we will present Actory and how, in this author's opinion, Actory can be improved.

Keywords

1. INTRODUCTION

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2. THE *BODY* OF THE PAPER

3. CONCLUSIONS

4. REFERENCES

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APPENDIX