

WEEKLY PROGRESS REPORT

Team: Venture Co.

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Progress:

For these iteration, I was responsible for integrating the exist version of communication to the project and finish the communication module by putting on the absent features that we need to finish it. The previous week, I had finished integrating basic communication threads to the main project and this week I was supposed to implement a living agent IP's list and create a demo showing that the communication works properly.

What is done :

At first, I implemented a broadcast class for not only keeping a living list of each agent's addresses but also making each agent to know all of the current agents' addresses as well. It basically keeps a HashMap holding these addresses. Whenever a new agent is created, this agent connects to this broadcast and sends it's own address. On the other hand, whenever the broadcast handles a new address from the created agent, it puts this address to list and sends this list to all of the agents that are created so far. By doing this, I managed to keep an updated version of the list at any time.

The agents are going to message between themselves and the broadcast as well. Since these message types are going to be different from eachothers, implementation of handling these messages were going to be different also. So whenever an agent handles a message, I needed to check it then implement an algorithm over it. So I solved these problem by adding/checking an extra bit on the last of the byte array that is handled as an incoming package to each agent. The broadcast puts a '0' and agents put '1' at end of the byte[] before sending it. In the same manner, the agents checks the last bit of the incoming message. If it is '0', they update the address list and response if it is '1'.

I committed these progress to SVN and I am going to create a demo showing what I did till the weekly meeting.

