

WEEKLY PROGRESS REPORT

Team: Venture Co

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Progress:

This week I worked on creating a new, Broadcast class as we talked on the last meeting. We are in the need of this class since we want to keep all of the information about IP addresses and server port numbers of each agent. This class basically holds a HashMap to manage this job and updating this HashMap whenever a new agent is created is enough since we are going to simulate the system on only one computer for now. However, the company wants to use the simulation in the real life. For that reason, I need to implement the Broadcast class as a distinct server, containing a map of agents' IP numbers. The first case, just holding the IP's, was simple and I ran it, but when I tried to implement the class as a distinct server, there emerged some problems. It is obvious that the job what Broadcast is going to do is quite different than the communication between agents; therefore, the client and server threads that I implemented last week became useless for Broadcast class. I am still working on it and I committed the current versions to the svn although they are not working properly for now.

What is done is, it is possible to create the broadcast server, send message from any agent to it by changing the "clientport" number manually. I mean if you run the Broadcast class first and start Agent2 class afterwards, it can be seen that the agent sends its IP to broadcast server and that server puts that IP to the hashmap. What is not finished yet is sending the whole list back to the agent which I'm planning to finish in a few days.

When this job finishes, I am going to integrate the communication between agents and broadcasting to general project.