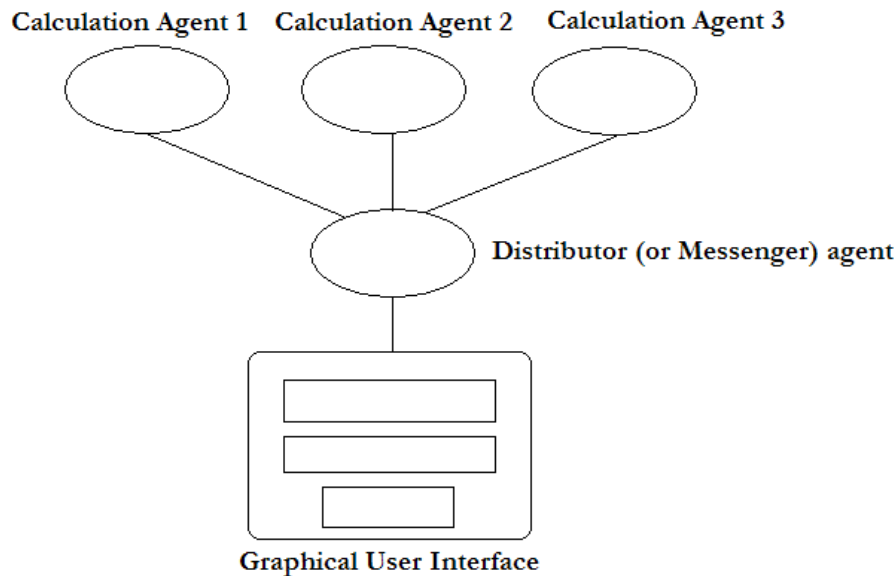


Sample JADE Multiagent System Project

This is a sample JADE project to create a simple multiagent system application. This is an opportunity to use some of the concepts discussed so far, including parallelism, simple and complex behaviours, agent communication, and the directory facilitator.

Create a simple graphical user interface that allows the user to input three values. The distributor agent behind the GUI sends the user input to one of three different calculation agents, input in a certain field of the GUI goes to a specific calculation agent. The calculation agent sends the result back to the distributor agent, which displays the result in the GUI.



In the same page where you downloaded this project description, there is a .rar file with five files: `CalcAgent1.java`, `CalcAgent2.java`, `CalcAgent3.java`, `GUIAgent.java`, and `SampleGui.java`.

Some General Notes about the Code

1. The only files that need to be modified are the `CalcAgent1.java`, `CalcAgent2.java`, and `CalcAgent3.java` files.
2. The names of the agents are coded into the GUI agent as `c1`, `c2`, and `c3`, so, when the calc agents are created, they must be given these names as follows.

```
java jade.Boot -gui c1:CalcAgent1 c2:CalcAgent2 c3:CalcAgent3
```

After creating the calc agents, create a GUI agent, choosing your own name, such as

```
java jade.Boot -container myGui:GUIAgent
```
3. The GUI checks each textfield for a value every time the button is pressed. So, when you changed a value or input a value into another textfield, clear the previous textfield out.
4. I used a different calculation for each calc agent, such as $x*x$ (x squared) , $x*x*x$ (x cubed), and $x!$ (factorial). You don't have to use these, but they should all be different.