

ODD For Bahria cafe model V1

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1 Purpose

The model cafeteria is designed for university students with some rules and regulations. E.g. male and female cannot sit on same side of table. Male and female students come to cafeteria. And find how they interact with each other.

2 State variables and scales

Number of agents like turtles patches has been used for different purpose.

3 Process overview and scheduling

Number of tables and chairs create at exact location in the cafeteria. The tables and chairs are then arranged. The students come in cafeteria. Both male and female headed towards chairs and sit.

4 Design Concepts

4.1 Emergence

The emergence behavior form when the students enter to the cafeteria and headed toward the chairs sit and leave the cafeteria.

4.2 Adaptation

The model is implemented but there is no waiters concept which makes the model little complex. The students follow the one another for tables and sit on likely tables.

4.3 Fitness

Fitness of the model is that male and female interaction is understood by each other behavior.

4.4 Prediction

Both male and female predict where they are going to which table and where to sit.

4.5 Sense

Both male and female sense no waiter but only tables and chairs where they go and sit.

4.6 Interaction

Both male and female interact while manage to sit with same equal gender.

4.7 Stochasticity

Heading towards chairs successful and manage to sit with equal gender.

4.8 Collectives

Number of students comes to cafeteria for food purpose.

4.9 Observation

By running model it is observed that students after random time move between tables path as there is no food order and counter service they leave the cafeteria.

5 Initialization

Patches are used at some coordinates to create tables and chairs at exact locations. Then some turtles created as male and female students.

6 Input:

In this model the only input instructions is given to male and female students.