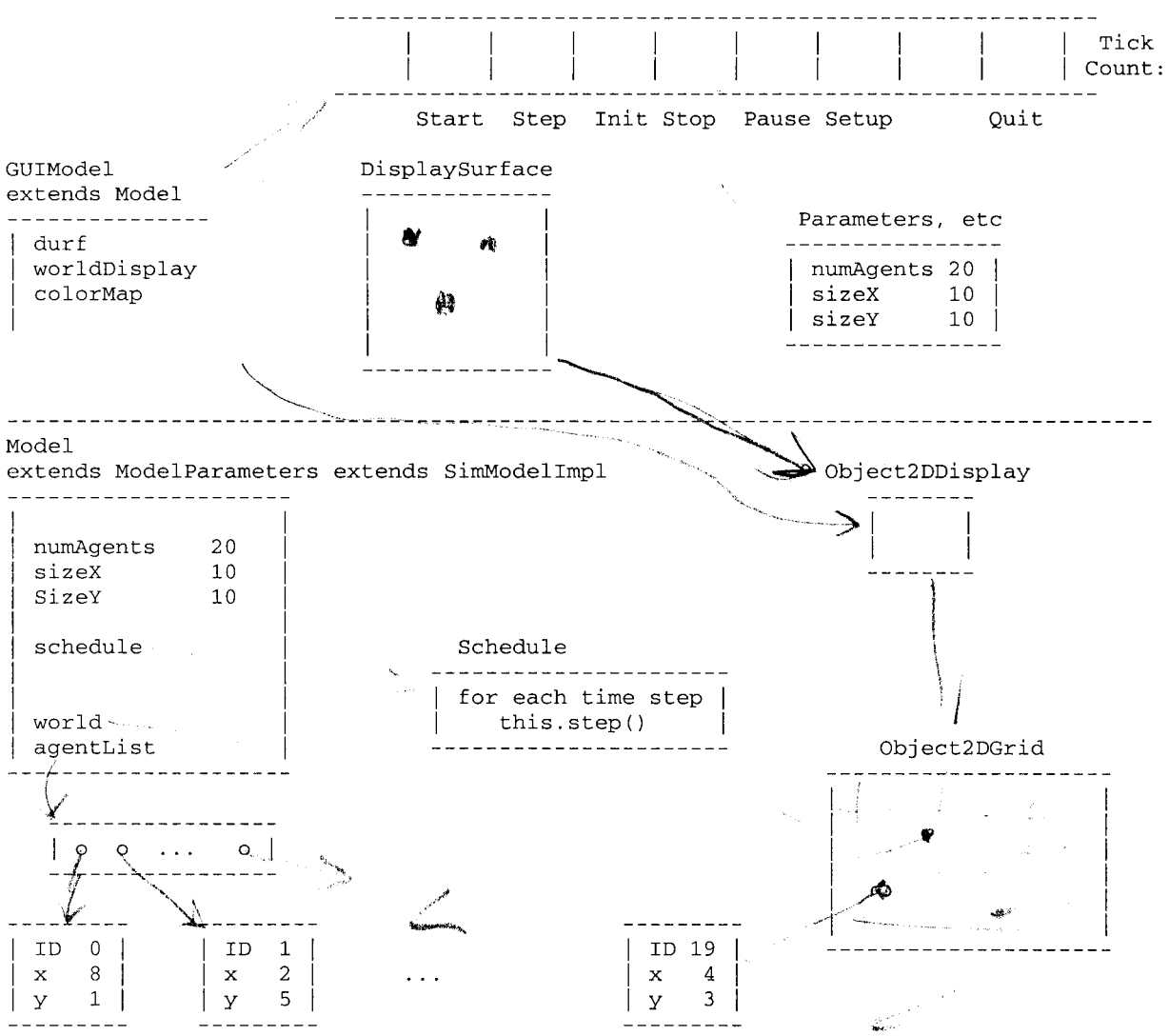
RandomMoveInGrid/architecture.txt



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Model extend ModelParameters extends SimModelImpl

- Inherits methods and IVs: built-in parameters, report processing, RNG start/access control panel, Settings windows, ...

- Model (or its superclass) must implement some methods that respond appropriately to GUI buttom presses (and to get things started)

  - main() create the Model object (instance); init/load the model
    called once at run time (generally don't change)

  - setup() get ready to build model (setup => "tearDown"!)
    clear/set variables; create new, empty schedule
    called at run time, and by [SETUP] button

  - begin() build and initialize all the model parts:
    - buildModel() "conceptual" model parts
    - buildDisplay() any custom displays (rasters, plots, ...)
    - buildSchedule() the schedule of activity
    Buttons: [INITIALIZE] or first [STEP] or [RUN]

  - getInitParam() return array of parameter names (instance variables) to display in the Settings-Parameters window
  - getters/setters for instance variables -- to see/change in GUI

  - getSchedule() returns the schedule (used by Repast)
    advanced by [STEP] and [RUN] buttons