Readme.doc

Instructions for the Agent-based predator prey model (otherwise known as gluttons and muttons)

1. Place all the source files in a directory that Intellij or Eclipse can see.
2. Compile and run if through the IDE under normal conditions, you should see the graphic user interface and such…
3. Place the input.dat file where the primary program runs, usually one directory up from the source directory
4. Create a Jar file through the Project Structure (Ctl-Alt-Shft+S) -> Artifacts-> “+” -> JAR -> module with dependencies selection. Create a name for your jar file… Select “build on make” box. This will create an executable that can run anywhere…
5. Create a command line in windows and put it to the directory where your Jar is... type first the name of the jar….to test it… for example, if you named your jar howdyNow.jar type howdyNow.jar into the command line… it should run like your normal Mutton/Glutton graphic sim….
6. Now, if you type java -jar howdyNow.jar -gsua input.dat output into the command line, it will run the jar WITHOUT the GUI and will create an output directory called output and put a file in there called outputInfo which will have the GSUA related runs in it….

6.0;3.1276992451601737;7.0406927915126705;146.35;279.65;0.0; which is

Average GluttonPop over X simulations; Average Glutton Radius over X simulations; Average Glutton Radius Gained over X simulations; Average MuttonPop over X simulations; Average MaxMuttonPop over X simulations; Average MinMuttonPop over X simulations;