

Quick Start Tutorials: How to load an Agent

We assume that you obtained a correctly compiled agent (following our tutorial 'how to compile an agent'). Now you can add the agent in one of the following two ways: using the GUI or editing the XML file.

Load the agent using the GUI

An agent can be easily added by going to the “Agents” tab in the “Components Window” (Figure 1). Next, pressing right click opens a popup with the option to add a new agent. The final step is to select the main class of your agent¹.

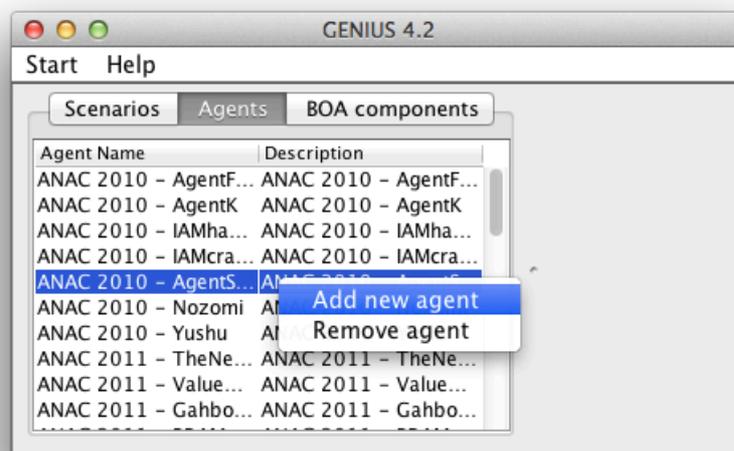


Figure 1. Adding an agent using the GUI.

Loading the agent using XML

A compiled agent can also be loaded by directly adding the agent to the repository using the `agentrepository.xml` file. The code below visualizes a repository with a single agent. An agent element consists of several subelements; the first element is the description of the agent which is visualized in the GUI; the second element is the `classPath` specifying where the compiled agent class is located; the third element specifies the `agentName`; finally the optional element `params` specifies the parameters and their values available to the agent. In this case, a parameter “e” with value 2 and a parameter “time” with value 0.95 is specified. Variables can be accessed during the negotiation by using the `getStrategyParameters` method.

¹ The main class is the class that extends the Genius negotiator.Agent class.

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<repository fileName="agentrepository.xml">
  <items >
    <agentRepItems >
      <agentRepItem
        description="Other agents - SimpleAgent"
        classPath="agents.SimpleAgent"
        agentName="SimpleAgent"
        params="e=2;time=0.95"/>
    </agentRepItems >
  </items>
  <filename>agentrepository.xml</filename>
</repository >
```