

Quick Start Tutorials: How to edit and compile an Agent

Manually

To manually edit compile the agent, first, place the package directory with all the files (eg. examplepackage directory with ExampleAgent.java) in the directory containing the **negotiator.jar** file. Use your favourite editor to edit the files. To compile, in the computer's Terminal enter the command line:

```
javac -cp negotiator.jar examplepackage/ExampleAgent.java
```

The class files that you need for Genius now appear in the examplepackage, alongside the ExampleAgent.

Eclipse

To use the Eclipse editor, you need to set up a java project and configure it properly. Here we assume you use Eclipse Kepler. We assume you already have the Genius zip file unzipped on your machine. Do the following in Eclipse:

1. Select New/Java Project.
2. Enter project name "Example"
3. select Java 6 (eg, JavaSE-1.6) for environment and project JRE.
4. Click "Finish"
5. Go to Window/Show View and select "Navigator"
6. Open the Example folder to expose the "src" folder
7. Drag the examplepackage from genius to the src folder.
8. Right click on the Example folder and select Properties from the menu
9. Select the Java Build Path item
10. click on the Libraries tab
11. select "Add External JARs" (Figure 1)

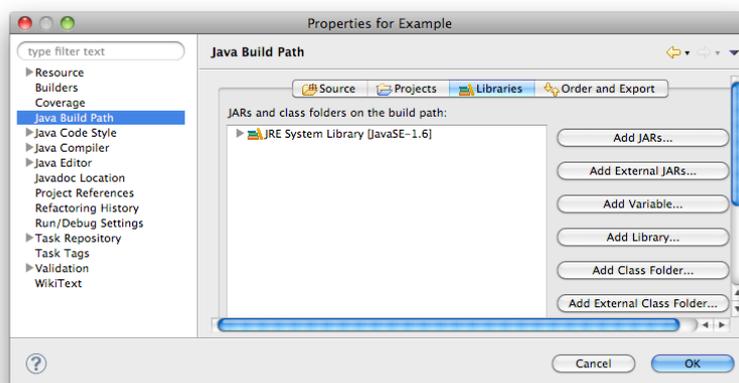


Figure 1. The Java Build Path item.

12. Select to the negotiator.jar inside the Genius directory (Figure 2)

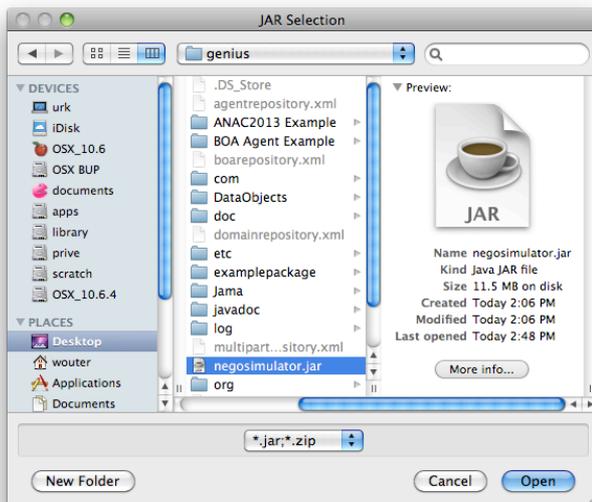


Figure 2. Selecting `negosimulator.jar`

13. click OK to close the properties dialog.
14. in Navigator, open `src/examplepackage` and double click on the `ExampleAgent.java` to open an editor. (Figure 3)

If everything went ok, your agent has been compiled at this point without errors. If there are errors, there will be red marks in the right border in the editor. Eclipse automatically recompiles every time you save the file.

You now have a `bin` directory as well (Figure 3) with the class files that you need to load the agent in `genius`.

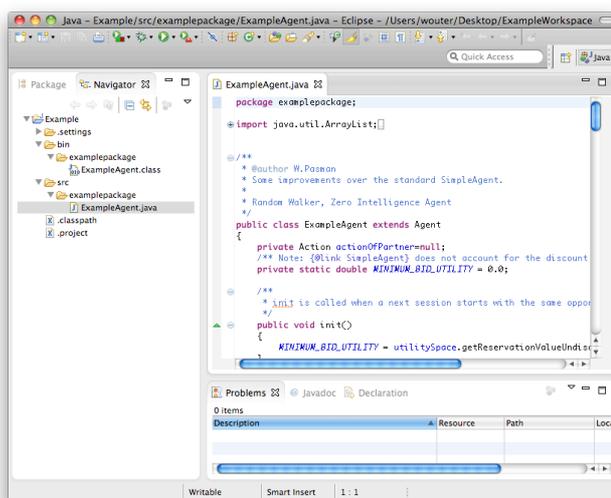


Figure 3. Editor open and file compiling properly (no red marks in right border).