

Agenda for Group Discussions

1. Understanding the applications.
2. Conceiving how to use a client-server + taken configuration (are there general issues or architectures to suit application?)
3. Identify relevant existing case-studies.
4. Dream up some examples.
5. Explore a simple implementation.

~ wmb/public/projects/games/

GGB The Great Game of Britain
OXO Meaning/joy OXO game
jugs pouring water between jugs
TTT Tic-tac-toe in ADP

~ wmb/public/demos/ and/or
~ wmb/public/projects/simulations/

cruise vehicle cruise control simulation
chcruise chav's vccs version
beetles beetle behaviour
digwatch digital watch simulation
railway railway simulation
roomviewer interface for viewing room
train 2-station railway

~ sun/msc97/

jugs Patrick's jugs with monitor
oxo Patrick's oxo

~ wmb/public/demos/projects/misc
REALATOR *strong decomposition*

Tip: always consult README files
to learn how to run scripts.