



# **Mobile-C**

## **– A Multi-Agent Platform for Mobile C/C++ Agents**

**User's Guide**

**Version 1.10.4**

**Harry H. Cheng**

**Mobile-C User's Guide version 1.10.4 prepared by:**

David Ko  
Yu-Cheng Chou

**October 24, 2008**

## Major Contributors (in alphabetical order)

Mobile-C is developed with idea, vision, and design by Professor Harry H. Cheng

People who helped to make Mobile-C the real thing (if you noticed that some names are missing, please mail to [mobilec@iel.ucdavis.edu](mailto:mobilec@iel.ucdavis.edu))

---

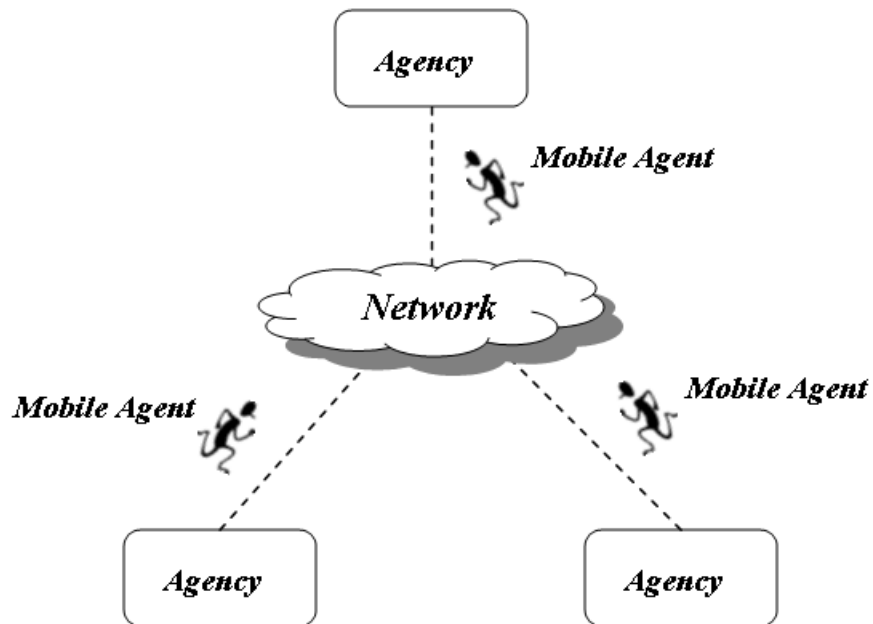
Name	Company (during contribution)	Remarks
Bertocco, Cristian <a href="mailto:cbertocco@dei.unipd.it">cbertocco@dei.unipd.it</a>	Univ. of California, Davis	Design and implementation of encryption for security in Mobile-C
Chen, Bo <a href="mailto:bochen@mtu.edu">bochen@mtu.edu</a>	Univ. of California, Davis	Design and implementation of Mobile-C
Chou, Yu-Cheng <a href="mailto:cycchou@ucdavis.edu">cycchou@ucdavis.edu</a>	Univ. of California, Davis	Design and implementation of the Mobile-C library
Honda, Jason <a href="mailto:jhonda@sandia.gov">jhonda@sandia.gov</a>	Sandia National Laboratories	
Ko, David <a href="mailto:dko@ucdavis.edu">dko@ucdavis.edu</a>	Univ. of California, Davis	Design and implementation of the Mobile-C library
Linz, David <a href="mailto:ddlitz@gmail.com">ddlitz@gmail.com</a>	Univ. of California, Davis	Design and implementation of Mobile-C
Nesting, Stephen S., <a href="mailto:ssnestinger@ucdavis.edu">ssnestinger@ucdavis.edu</a>	Univ. of California, Davis	Webmaster of <a href="http://www.mobilec.org">http://www.mobilec.org</a>
Stark, Douglas P. <a href="mailto:dpstark@sandia.gov">dpstark@sandia.gov</a>	Sandia National Laboratories	Design and implementation of .NET interface

# Copyright

```
/*[
 * Copyright (c) 2007-2008 Integration Engineering Laboratory
 *                               University of California, Davis
 *
 * Permission to use, copy, and distribute this software and its
 * documentation for any purpose with or without fee is hereby granted,
 * provided that the above copyright notice appear in all copies and
 * that both that copyright notice and this permission notice appear
 * in supporting documentation.
 *
 * Permission to modify the software is granted, but not the right to
 * distribute the complete modified source code. Modifications are to
 * be distributed as patches to the released version. Permission to
 * distribute binaries produced by compiling modified sources is granted,
 * provided you
 * 1. distribute the corresponding source modifications from the
 *    released version in the form of a patch file along with the binaries,
 * 2. add special version identification to distinguish your version
 *    in addition to the base release version number,
 * 3. provide your name and address as the primary contact for the
 *    support of your modified version, and
 * 4. retain our contact information in regard to use of the base
 *    software.
 * Permission to distribute the released version of the source code along
 * with corresponding source modifications in the form of a patch file is
 * granted with same provisions 2 through 4 for binary distributions.
 *
 * This software is provided "as is" without express or implied warranty
 * to the extent permitted by applicable law.
]*/
```

## Abstract

Mobile-C is an IEEE FIPA (Foundation for Intelligent Physical Agents) standard compliant multi-agent platform for supporting C/C++ mobile agents in networked intelligent mechatronic and embedded systems. Although it is a general-purpose multi-agent platform, Mobile-C is specifically designed for real-time and resource constrained applications with interface to hardware. Mobile agents are software components that are able to move between different execution environments. Mobile agents in a multi-agent system communicate and work collaboratively with other agents to achieve a global goal. It allows a mechatronic or embedded system to adapt to a dynamically changing environment.



# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Mobile-C Library Installation</b>	<b>3</b>
2.1	Requirements . . . . .	3
2.2	Installation on Unix . . . . .	3
2.2.1	Install the Mobile-C library . . . . .	3
2.3	Installation on Windows . . . . .	4
2.3.1	Building the Mobile-C Library . . . . .	4
2.4	Installation on KoreBot . . . . .	4
2.4.1	Build the Mobile-C library . . . . .	4
2.5	Installation on Gumstix . . . . .	5
2.5.1	Build the Mobile-C library . . . . .	5
2.6	Installing the Mobile-C Security Module . . . . .	5
<b>3</b>	<b>Getting Started</b>	<b>6</b>
3.1	Compilation on Unix . . . . .	6
3.2	Compilation on Windows . . . . .	6
3.3	Overview of Sample Application Programs . . . . .	6
3.4	Execution of Sample Applications . . . . .	8
3.5	The Mobile-C Library . . . . .	8
3.5.1	Architecture of the Mobile-C Library . . . . .	8
3.5.2	Implementation of the Mobile-C Library . . . . .	11
<b>4</b>	<b>Mobile-C Agent Migration Message Format</b>	<b>12</b>
4.1	General Message Format . . . . .	12
4.2	Multiple Tasks with a Single Code Block . . . . .	14
4.3	Multiple Tasks with Multiple Code Blocks . . . . .	14
4.4	Agent Return Messages . . . . .	14
4.5	Agent Saved Variables . . . . .	14
<b>5</b>	<b>Interface between Binary and Mobile Agent Spaces</b>	<b>23</b>
5.1	Invoke a Mobile Agent Space Function from Binary Space . . . . .	23
<b>6</b>	<b>Extend Mobile-C Functionality to Mobile Agent Space</b>	<b>27</b>
6.1	Terminate Mobile Agent Execution from Mobile Agent Space . . . . .	27
6.2	Invoke a Registered Service from Mobile Agent Space . . . . .	28

<b>7</b>	<b>Synchronization Support in the Mobile-C library</b>	<b>36</b>
7.1	Synchronization in Mobile Agent Space . . . . .	36
7.2	Synchronization Between Binary and Agent Spaces . . . . .	40
7.3	Mobile-C Execution with Multiple Agencies . . . . .	41
<b>8</b>	<b>Mobile-C FIPA Compliant ACL Messages</b>	<b>47</b>
8.1	Constructing and Sending an ACL Message . . . . .	47
8.2	Receiving an ACL Message . . . . .	47
8.3	Communication With Other FIPA Compliant Agent Systems . . . . .	52
8.3.1	Example: Receiving a message from a JADE agent . . . . .	52
8.3.2	Example: Sending a message from Mobile-C to JADE . . . . .	54
<b>9</b>	<b>Mobile-C Security Module</b>	<b>56</b>
9.1	Security Module Architecture and Overview . . . . .	56
9.2	Enabling the Security Module . . . . .	56
9.2.1	Enabling the Security Module in Unix . . . . .	56
9.2.2	Enabling the Security Module in Windows . . . . .	56
9.2.3	Further Instructions . . . . .	57
<b>A</b>	<b>Mobile-C API in the C/C++ Binary Space</b>	<b>59</b>
	MC_AclAddReceiver() . . . . .	63
	MC_AclAddReplyTo() . . . . .	65
	MC_AclNew() . . . . .	67
	MC_AclPost() . . . . .	69
	MC_AclReply() . . . . .	70
	MC_AclRetrieve() . . . . .	71
	MC_AclSetContent() . . . . .	73
	MC_AclSetPerformative() . . . . .	75
	MC_AclSetSender() . . . . .	78
	MC_AclWaitRetrieve() . . . . .	80
	MC_AddAgent() . . . . .	82
	MC_Barrier() . . . . .	84
	MC_BarrierDelete() . . . . .	85
	MC_BarrierInit() . . . . .	86
	MC_CallAgentFunc() . . . . .	87
	MC_CallAgentFuncV() . . . . .	88
	MC_CallAgentFuncVar() . . . . .	89
	MC_ChInitializeOptions() . . . . .	90
	MC_CondBroadcast() . . . . .	92
	MC_CondReset() . . . . .	93
	MC_CondSignal() . . . . .	94
	MC_CondWait() . . . . .	95
	MC_CopyAgent() . . . . .	96
	MC_DeleteAgent() . . . . .	98
	MC_DeregisterService() . . . . .	99
	MC_End() . . . . .	100
	MC_FindAgentByID() . . . . .	101
	MC_FindAgentByName() . . . . .	102

MC_GetAgentArrivalTime()	103
MC_GetAgentExecEngine()	104
MC_GetAgentID()	105
MC_GetAgentName()	108
MC_GetAgentNumTasks()	109
MC_GetAgentReturnData()	110
MC_GetAgentStatus()	112
MC_GetAgentType()	114
MC_GetAgentXMLString()	115
MC_GetAllAgents()	117
MC_HaltAgency()	118
MC_Initialize()	119
MC_InitializeAgencyOptions()	121
MC_LoadAgentFromFile()	123
MC_MainLoop()	124
MC_MutexLock()	125
MC_MutexUnlock()	126
MC_PrintAgentCode()	127
MC_RegisterService()	128
MC_ResetSignal()	130
MC_ResumeAgency()	132
MC_RetrieveAgent()	133
MC_RetrieveAgentCode()	134
MC_SearchForService()	136
MC_SemaphorePost()	138
MC_SemaphoreWait()	139
MC_SendAgentMigrationMessage()	140
MC_SendAgentMigrationMessageFile()	141
MC_SendSteerCommand()	143
MC_SetAgentStatus()	145
MC_SetDefaultAgentStatus()	147
MC_SetThreadOff()	148
MC_SetThreadOn()	149
MC_Steer()	150
MC_SteerControl()	152
MC_SyncDelete()	154
MC_SyncInit()	155
MC_TerminateAgent()	156
MC_WaitAgent()	157
MC_WaitRetrieveAgent()	158
MC_WaitSignal()	160
<b>B Mobile-C API in the C/C++ Script Space</b>	<b>162</b>
mc_AclAddReceiver()	166
mc_AclAddReplyTo()	168
mc_AclNew()	170
mc_AclPost()	172
mc_AclReply()	173

mc_AclRetrieve()	174
mc_AclSend()	176
mc_AclSetContent()	178
mc_AclSetPerformative()	180
mc_AclSetSender()	183
mc_AclWaitRetrieve()	185
mc_AddAgent()	187
mc_AgentVariableRetrieve()	188
mc_AgentVariableSave()	190
mc_Barrier()	192
mc_BarrierDelete()	193
mc_BarrierInit()	194
mc_CallAgentFunc()	195
mc_CondBroadcast()	198
mc_CondReset()	199
mc_CondSignal()	200
mc_CondWait()	201
mc_DeleteAgent()	202
mc_DeregisterService()	203
mc_End()	204
mc_FindAgentByID()	205
mc_FindAgentByName()	206
mc_GetAgentID()	208
mc_GetAgentName()	211
mc_GetAgentNumTasks()	212
mc_GetAgentStatus()	213
mc_GetAgentXMLString()	214
mc_HaltAgency()	215
mc_MutexLock()	216
mc_MutexUnlock()	217
mc_PrintAgentCode()	218
mc_RegisterService()	219
mc_ResumeAgency()	221
mc_RetrieveAgent()	222
mc_RetrieveAgentCode()	223
mc_SearchForService()	224
mc_SemaphorePost()	226
mc_SemaphoreWait()	227
mc_SendAgentMigrationMessage()	228
mc_SendAgentMigrationMessageFile()	229
mc_SendSteerCommand()	230
mc_SetAgentStatus()	232
mc_SetDefaultAgentStatus()	233
mc_SyncDelete()	234
mc_SyncInit()	235
mc_TerminateAgent()	237



<b>C</b>	<b>Mobile-C Agent Porting Guide from v1.9.x to v1.10.x</b>	<b>239</b>
C.1	Overview of major changes . . . . .	239
C.1.1	Comparison of Old Format and New Format . . . . .	239
C.2	New Agent XML DTD . . . . .	241
<b>Index</b>		<b>241</b>

# Chapter 1

## Introduction

Parallel and distributed computing [1] [2] are widely used in scientific and engineering fields, especially for time-critical or time-consuming tasks. Parallel computing is typically carried out in dedicated multiprocessors with a central clock and shared memory. On the other hand, distributed computing is decentralized parallel computing, using two or more computers communicating over a network to accomplish a common objective or task. It is similar to computer clustering with the main difference being a wide geographic dispersion of the resources. In addition to the main difference, the types of hardware, programming languages, operating systems and other resources may vary drastically as well in distributed computing.

Although the processing speed of networked computers is typically not as fast as that of a dedicated parallel computer, networked computers are less expensive and more broadly available. Due to the rapid improvement in network hardware and software that makes distributed computing faster, more broadly available, and easier-to-implement than before, there are more and more research investigations nowadays targeting or exploiting this low-end, decentralized parallel computing. Meanwhile, as the scale of distributed applications rapidly expands, there is an increasing demand for the code mobility.

Agent technology can significantly enhance the design and analysis of problem domains under the following three conditions [3]: (1) the problem domain is geographically distributed; (2) the subsystems exist in a dynamic environment; (3) the subsystems need to interact with each other more flexibly. Mobile agents are software components that can travel between different execution environments [4]. Mobile agents can be created dynamically during runtime and dispatched to source systems to perform tasks with the most updated code. Therefore, the mobility of mobile agents provides distributed applications with significant flexibility and adaptability which are both essential to satisfy the dynamically changing requirements and conditions in a distributed environment.

Most of the mobile agent systems were developed to support only Java mobile agents. Furthermore, many of them are standalone platforms. In other words, they were not designed to be embedded in a user application to support code mobility. Mobile-C [5] [6] [7] [8] was originally developed as a standalone, IEEE Foundation for Intelligent Physical Agents (FIPA) compliant mobile agent platform with a primary intention to fit applications where low-level hardware gets involved, such as networked mechatronic and embedded systems. Since most of these systems are written in C/C++, Mobile-C uses C/C++ as the mobile agent language for easy interfacing with control programs and underlying hardware. In addition, Mobile-C uses an embeddable C/C++ interpreter – Ch, originally developed by Cheng [9] [10] [11], to support the execution of C/C++ mobile agent code.

In order to provide distributed applications with code mobility, this user's guide presents a mobile agent library, the Mobile-C library. The Mobile-C library is supported in various operating systems including Windows, Unix, and real-time OS. It has a small footprint to satisfy the small memory requirement for a variety of mechatronic and embedded systems. This mobile agent library allows Mobile-C to be embedded

in a program to support C/C++ mobile agents. The API functions in this library facilitate the development of a multi-agent system that can easily interface with a variety of hardware devices.

## Chapter 2

# Mobile-C Library Installation

This chapter describes the prerequisites to install the Mobile-C library and the installation steps for both Unix and Windows operating systems.

## 2.1 Requirements

This user's guide assumes all necessary software packages are installed correctly and function. The software packages required to successfully install the Mobile-C library include:

- (1) Ch version 6.0.0 or greater: It can be obtained from <http://www.softintegration.com>
- (2) Embedded Ch version 6.0.0 or greater: It can be obtained from <http://www.softintegration.com>

## 2.2 Installation on Unix

### 2.2.1 Install the Mobile-C library

The following commands will install the Mobile-C library in the system directory for **32-bit** Unix systems. The system directory for Unix systems is usually `'/usr/local/lib'` or `'/usr/lib'` depending on your system.

```
cd <MCPACKAGE>/src
./configure
make
make install
```

The following commands will install the Mobile-C library in the system directory for **64-bit** Unix systems. The only difference between the above and below commands is that `'fPIC'` is added into `CFLAGS` for compilation.

```
cd <MCPACKAGE>/src
./configure CFLAGS=-fPIC
make
make install
```

By default, the Mobile-C library created contains both shared and static versions, which are `'libmc.so.0.0.0'` and `'libmc.a'`, respectively. The header file, `libmc.h`, used in the C/C++ binary space will be placed in the system directory, which is usually `'usr/local/include'` or `'usr/include'` depending on your system.

Note that these commands will automatically build mxml-2.2.2 and xyssl-0.7, both of which are packaged with Mobile-C, but will not install these libraries. The Mobile-C libraries only need these libraries to compile, but does not need them installed in order to run.

Also note that the above commands will automatically compile all the included demos automatically after compiling the Mobile-C library. The demos will run even if the 'make install' step is omitted.

The '-prefix' option can be used to specify the home directory to install the Mobile-C files, as shown in the following commands.

```
cd <MCPACKAGE>/src
./configure --prefix=<MCHOME>
make
make install
```

<MCPACKAGE> is the directory created by unpacking the Mobile-C compressed tar file. <MCHOME> is the installation directory for the Mobile-C library and header file.

The library files 'libmc.so.0.0.0' and 'libmc.a' will be installed in <MCHOME>/lib, and the header file 'libmc.h' will be placed in <MCHOME>/include.

## 2.3 Installation on Windows

### 2.3.1 Building the Mobile-C Library

The following steps are suggested to build the Mobile-C library.

1. Unpack the Mobile-C source code. Ensure that you have write permissions for the directory you are unpacking Mobile-C into, or you may encounter compile-time errors.
2. Open your development environment. Currently, only Visual Studio .NET 2003 and 2005 are tested and/or supported.
3. Open the Mobile-C project solution. It is located in either the mobilec/src/win32/vcnet2003/ directory or the mobilec/src/win32/vcnet2005/ directory and is named "mc\_lib\_win32.sln".
4. Click on "Build→Build Solution" from the menu. This should automatically build Mobile-C and all of it's modules in the correct order. The library produced is named libmc.lib located in either the /textttmobilec/src/win32/Debug directory, or the mobilec/src/win32/Release directory, depending on whether the Debug or Release build was selected.

## 2.4 Installation on KoreBot

### 2.4.1 Build the Mobile-C library

A bash script, *build\_korebot*, is used to build the Mobile-C library and an executable sample program, *mc\_sample\_app*, for KoreBot board.

Running the script will create a directory called *korebot\_mc* that contains *bin*, *include* and *lib* directories. *bin* directory contains the executable sample program. *include* directory contains the header file *libmc.h*. *lib* directory contains the Mobile-C related static and shared libraries.

Two paths, *KOREBOT\_CHHOME* and *KOREBOT\_TOOLCHAINHOME*, in the bash script might need to be changed to match the correct paths set up in a user's system. *KOREBOT\_CHHOME* is the directory

containing Ch files built for KoreBot board. *KOREBOT\_TOOLCHAINHOME* is the directory containing cross compiler related files for KoreBot board.

Use the following commands to run the bash script.

```
cd <MCPACKAGE>
./build_korebot
```

## 2.5 Installation on Gumstix

### 2.5.1 Build the Mobile-C library

A bash script, *build\_gumstix*, is used to build the Mobile-C library and an executable sample program, *mc\_sample\_app*, for Gumstix computer.

Running the script will create a directory called *gumstix\_mc* that contains *bin*, *include* and *lib* directories. *bin* directory contains the executable sample program. *include* directory contains the header file *libmc.h*. *lib* directory contains the Mobile-C related static and shared libraries.

Two paths, *GUMSTIX\_CHHOME* and *GUMSTIX\_TOOLCHAINHOME*, in the bash script might need to be changed to match the correct paths set up in a user's system. *GUMSTIX\_CHHOME* is the directory containing Ch files built for Gumstix computer. *GUMSTIX\_TOOLCHAINHOME* is the directory containing cross compiler related files for Gumstix computer.

Use the following commands to run the bash script.

```
cd <MCPACKAGE>
./build_gumstix
```

## 2.6 Installing the Mobile-C Security Module

For instructions on how to install the Mobile-C Security Module, please refer to Chapter 9 on page 56.

# Chapter 3

## Getting Started

### 3.1 Compilation on Unix

All the demo programs are compiled automatically in the Unix version.

### 3.2 Compilation on Windows

The following steps are suggested for building the Mobile-C demos.

1. Open your development environment. Currently, only Visual .NET 2003 and 2005 are supported.
2. Open the Demo Project solution. It is named “mobilec\_demos.sln” and is located in either the mobilec/demos/win32/vcnet2003 or the mobilec/demos/win32/vcnet2005 directory.
3. To build all of the demos, click on “Build→Build Solution” from the menu.

### 3.3 Overview of Sample Application Programs

Program 1 on the following page starts an agency that is capable of receiving mobile agents and executing mobile agent code.

The header file **libmc.h** is included at the beginning of the program. It defines all the data types, macros and function prototypes for the Mobile-C library.

The variable *agency*, of type **MCAgency\_t**, is a handle that contains information of an agency. The second line initializes a local variable that will hold the port number we wish the agency to bind to.

**MC\_Initialize()** takes an integer and the address of an **MCAgencyOptions\_t** variable as its two parameters. An **MCAgencyOptions\_t** variable is a structure that contains information about which threads to be activated and the default agent status specified by a user. Here, a **NULL** pointer is passed to **MC\_Initialize()** as the second parameter instead of an **MCAgencyOptions\_t** variable to start an agency with default settings. A local agency will be initialized to listen on port **5051** specified by the variable *local\_port*.

The agency waits indefinitely for a mobile agent by the function **MC\_Wait()**.

Program 2 starts an agency that sends a mobile agent to a remote agency. Examining Programs 1 and 2, we see that there are only two new API function calls:

```
MC_SendAgentMigrationMessageFile(  
    agency,  
    "test1.xml",
```

```

#include <stdio.h>
#include <libmc.h>

#ifdef _WIN32
#include <windows.h>
#endif

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    int local_port = 5051;

    agency = MC_Initialize(local_port, NULL);

    printf("Mobile-C Started\n");

    MC_MainLoop(agency);

    MC_End(agency);
    return 0;
}

```

Program 1: A sample Mobile-C server. (demos/hello\_world/server.c)

```

    "localhost",
    5051);

```

and

```

    MC_End(agency);

```

In Mobile-C, a mobile agent message is an Agent Communication Language (ACL) message in Extensible Markup Language (XML) format. **MC\_SendAgentMigrationMessageFile()** takes an **MCAgency\_t** variable, the path to a mobile agent message file, the name of the host on which a remote agency is running, and the port number on which a remote agency is listening as its four parameters. Here, **MC\_SendAgentMigrationMessageFile()** sends the mobile agent message saved as **test1.xml** in current directory to the remote agency running on host **localhost** and listening on port **5051**.

After the agent is sent, a call to function **MC\_End()** is made. This function tells all of the Mobile-C internal modules to gracefully finish whatever they are doing and exit. This function call is important after calling **MC\_SendAgentMigrationMessageFile()** to ensure that the agent is fully processed and sent before terminating the agency. Failure to call **MC\_End()** here may result in the agent not being properly sent to the receiving agency.

Also note that any valid hostname may be used in place of “localhost”. The communicating agencies need not be on the same physical machine; in fact, in most cases they will be on separate machines. Any IPv4 string, i.e. “169.237.104.199”, or qualified hostname, i.e. “machine.ucdavis.edu”, may be used. For instance, the code

```

    MC_SendAgentMigrationMessageFile (
        agency,
        "test1.xml",
        "169.237.104.199",
        5055);

```



will send an agent to the server at address “169.237.104.199” listening on port 5055. Or,

```
MC_SendAgentMigrationMessageFile(  
    agency,  
    "test1.xml",  
    "machine.ucdavis.edu",  
    5031);
```

will send the agent to an agency at “machine.ucdavis.edu” listening on port 5031.

## 3.4 Execution of Sample Applications

In general, each of the demos is designed to have very similar execution procedures. For each demo, there are one or more “servers”, which are simply vanilla Mobile-C agencies. To run the demo, start all of the servers (there is only one server for most of the demos), and start the “client” program. Generally, the client program also starts a Mobile-C agency, but it typically sends an agent to a destination as part of its startup process as well.

For example, to run the Mobile-C “Hello World” example, run the following commands from a text terminal on the server machine to start an agency listening on port **5051**.

```
cd <MCPACKAGE>/demos/hello_world  
./server
```

Next, run the following commands from a text terminal on the client machine to start an agency listening on port **5050** and send the mobile agent message **test1.xml**, shown as Program 3 on page 10, to the remote agency listening on port **5051**.

```
cd <MCPACKAGE>/demos/hello_world  
./client
```

After the mobile agent message is received and the mobile agent code is executed, the string **Hello World!** should be printed to the text terminal on the server machine. Note that in this example, both the server and client are running on the same machine, but this is not a requirement. The field “localhost” may be replaced with any qualified domain name or IP address.

## 3.5 The Mobile-C Library

The Mobile-C library allows a Mobile-C agency to be embedded in a program to support C/C++ mobile agents. In addition, the Mobile-C API gives users a full control over a Mobile-C agency embedded in a program. Therefore, the Mobile-C library not only provides a significant code mobility for distributed applications, but also facilitates the development of a multi-agent system that can easily interface with various hardware devices.

### 3.5.1 Architecture of the Mobile-C Library

Figure 3.1 illustrates the architecture of the Mobile-C library. The Mobile-C library allows a Mobile-C agency to be embedded in a program to support C/C++ mobile agents. A Mobile-C agency refers to a

```

#include <stdio.h>
#include <stdlib.h>
#include <libmc.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;
    int remote_port = 5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("Mobile-C Started\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(agency,
        "test1.xml",
        "localhost",
        remote_port);
    MC_End(agency);
    exit(0);
}

```

Program 2: A sample Mobile-C client program. The sole purpose of this program is to send a Mobile-C agent to another agency. (demos/hello\_world/client.c)

mobile agent platform within which mobile agents exist and operate. The Mobile-C API gives users a full control over a Mobile-C agency and its different modules.

As a IEEE FIPA compliant mobile agent platform, a Mobile-C agency comprises three FIPA normative modules, Agent Management System (AMS), Agent Communication Channel (ACC) and Directory Facilitator (DF). Two additional modules, Agent Execution Engine (AEE) and Agent Security Manager (ASM), are included in a Mobile-C agency as well. These modules provide different functionalities summarized as follows.

#### *Agent Management System (AMS)*

An AMS controls the creation, registration, execution, migration, persistence, and termination of a mobile agent. It maintains a directory of Agent Identifiers (AIDs) for registered mobile agents. Each mobile agent must register with an AMS in order to have a valid AID.

#### *Agent Communication Channel (ACC)*

An ACC routes messages between local and remote entities. It is responsible for the interactions between distributed components, such as inter-agent communication and inter-platform agent transport. The interactions can be performed through Agent Communication Language (ACL) message exchange.

#### *Directory Facilitator (DF)*

A DF serves yellow page services. Mobile agents wishing to advertise their services should register with a DF. Visiting mobile agents can search a DF for mobile agents providing the services they desire.

#### *Agent Execution Engine (AEE)*

An AEE serves as the execution environment for mobile agent code. An AEE has to be platform independent in order to support the execution of mobile agents in a heterogeneous environment.

#### *Agent Security Manager (ASM)*

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" return="no-return" complete="0" server="localhost:5051" />
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
#include <math.h>
int main()
{
    char* str;
    printf("Hello World!\n");
    printf("This is mobagent1 from the agency at port 5050.\n");
    printf("I am performing the task on the agency at port 5051 now.\n");
    printf("%f\n", hypot(1,2));

    return 0;
}
]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 3: A simple Mobile-C agent. (demos/hello\_world/test1.xml)

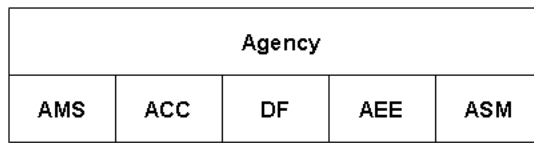


Figure 3.1: Architecture of the Mobile-C library.

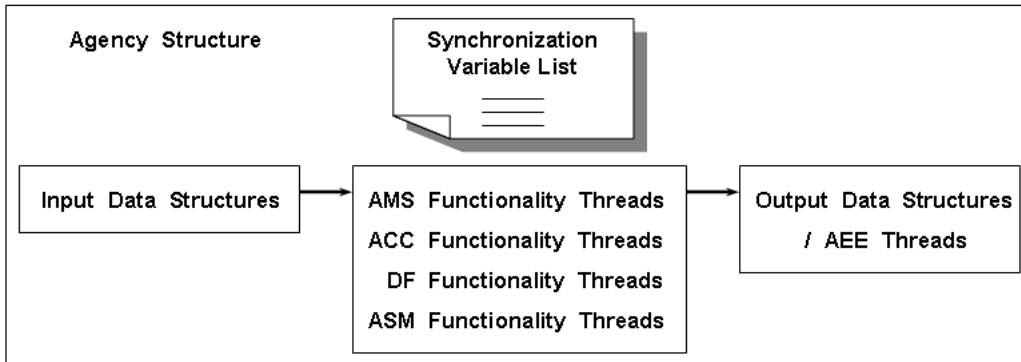


Figure 3.2: Implementation overview of the Mobile-C library.

An ASM is responsible for maintaining security policies for the host system. Some sample tasks of an ASM include identifying users, protecting host resources, authenticating and authorizing mobile agents, and ensuring the security and integrity of mobile agents.

### 3.5.2 Implementation of the Mobile-C Library

Figure 3.2 shows the implementation overview of the Mobile-C library. The functionalities of each module of an agency are implemented as independent threads classified into five categories, that is, the AMS functionality threads, the ACC functionality threads, the DF functionality threads, the ASM functionality threads and the AEE threads. Each AEE thread is launched by one of the AMS functionality threads.

The Mobile-C library provides API functions to specify which thread needs to be active or inactive when an agency is initialized. It also provides API functions to access the input and output data structures associated with the functionality threads. A Mobile-C agency maintains a list of synchronization variables that can be used with a group of Mobile-C functions to ensure synchronization among mobile agents and threads. The sizes of the Mobile-C static and shared libraries for Linux are about 500 KB and 390 KB, respectively.

The header file *libmc.h* contains definitions of all the structures and functions of the Mobile-C library. Table A.3 on page 61 lists the currently implemented functions for the binary space.

## Chapter 4

# Mobile-C Agent Migration Message Format

### 4.1 General Message Format

The message format for an agent migration message is designed such that multiple tasks and multiple code blocks can be migrated from agency to agency. The message is an XML message with encapsulated C code. An example of a rudimentary agent can be seen in Program 4 on page 13. Following is a brief description of each XML tag.

- **MESSAGE:** This tag indicates to Mobile-C that the following data is a Mobile-C message. The message type is included in the attribute “message”.
- **MOBILE\_AGENT:** This tag indicates that the contained data is a Mobile-C agent.
- **AGENT\_DATA:** This tag indicates that the contained data is data pertaining to this particular agent.
- **NAME:** The name of the agent.
- **OWNER:** The owner of the agent.
- **HOME:** The home of the agent. Any agent that has data to “return” will return it to this address by default.
- **TASKS:** This indicates that the following information pertains to the task or tasks the agent is intended to perform. Attributes found under the **TASKS** tag include:
  - **task :** The total number of tasks the agent has.
  - **num :** The task that the agent is currently on.
- **TASK:** Each separate **TASK** tag indicates a separate task for the agent to perform. The tasks may be separate hosts and/or code blocks. In the rudimentary example, there is only one task. Listed below are the attributes of **TASK** tags.
  - **complete:** Completeness of the task
  - **server:** The host to perform the task
  - **return:** Name of the return variable
  - **persistent:** Persistence of the agent
  - **return\_value:** Return value, if not an array

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" return="no-return" complete="0" server="localhost:5051" />
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
#include <math.h>
int main()
{
    char* str;
    printf("Hello World!\n");
    printf("This is mobagent1 from the agency at port 5050.\n");
    printf("I am performing the task on the agency at port 5051 now.\n");
    printf("%f\n", hypot(1,2));

    return 0;
}
]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 4: A rudimentary agent. (demos/hello\_world/test1.xml)

- `code_id`: ID of the code block to execute

*complete* and *server* are mandatory attributes, and others are optional attributes.

- **AGENT\_CODE**: Each **AGENT\_CODE** block represents a block of code that the agent may execute. Agents with multiple code blocks may decide at run-time which block to execute. Valid attributes under the **AGENT\_CODE** tag include
  - `id`: The id of the code segment, as referenced by the **TASK** attribute, `code_id`.

## 4.2 Multiple Tasks with a Single Code Block

An agent may have an indefinite number of tasks. The agent will perform the tasks in their order that they are stated in the XML file, completing each one before continuing to the next host. Following is an example of an agent which has multiple tasks to perform, executing the same code block at each new host. See Program 5 on page 15 for an example.

## 4.3 Multiple Tasks with Multiple Code Blocks

See Program 6 on page 17 for a more complicated example of agent code including multiple tasks and multiple code blocks. Note that each code block has an associated ID which is referred to in the respective “**DATA**” tags. Also note that more than one “**DATA**” tag may refer to the same code block. Thus, an agent may have more “**DATA**” tags than code blocks.

## 4.4 Agent Return Messages

If the “`name`” attribute in an agent’s “**DATA**” tag is not set to “`no-return`”, the agent will generate an agent-return message upon completion of all of its tasks. The agent will generate a return message containing the contents of the variable name specified in the “`name`” attribute. For instance, Program 7 on page 19 shows a simple agent which will migrate to another agency, generate a three-dimensional array called “`a`”, and return the contents of the array to the “**HOME**” host upon completion. Note that the return variable must be global so that the contents are not destroyed upon completion of the `main` function.

An example of the return message that is generated by this agent can be seen in Program 8 on page 19. Notice also in the return message that the variable type has been changed from “`int`” as it was in the original program to “`short`” and that the “`dim`” attribute has been changed to 3. This is because Mobile-C automatically checks the type and dimension of the variable it is returning and assigns those attributes automatically.

## 4.5 Agent Saved Variables

As of Mobile-C version 1.10.0, Mobile-C agents have the ability to save an arbitrary number of variables while migrating from task to task. Agents may use the agent-space api functions `mc_AgentVariableSave()` and `mc_AgentVariableRetrieve()` to save and later retrieve variables. An example agent which does this may be viewed at the documentation for the `mc_AgentVariableSave()` and `mc_AgentVariableRetrieve()` functions on pages 190 and 188, respectively.

As the agent is migrating from host to host with saved data, the data is encapsulated in the agent’s XML code. **<DATA>** tags are created as children of each **<TASK>** tag to store data. See Program 9 for an example of an agent that is migrating with saved data. The valid attributes within a **<DATA>** tag are

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="2" num="0">
          <DATA num="0" return="results_iel2" complete="0" server="localhost:5051" />
          <DATA num="1" return="results_ch" complete="0" server="localhost:5052" />
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

double results_iel2;
double results_ch;

int main()
{
    FILE * fptr;
    char line[1024];
    double velocity, count = 0, sum = 0;

    printf("\nThis is the mobile agent 3 from the bird1 machine.\n\n");
    printf("My task on the %s is to find the average velocity of ", mc_host_name);
    printf("vehicles passed under the %s detection station.\n\n", mc_host_name);
    if (mc_task_progress == 0) {
        if((fptr = fopen("ChDataFile_iel2", "r")) == NULL)
        {
            printf("Error: could not open file 'ChDataFile_iel2'.\n");
            exit(EXIT_FAILURE);
        }
    } else {
        if((fptr = fopen("ChDataFile_ch", "r")) == NULL)

```

Program 5: An example agent containing two tasks and a single code block. Note that variables “mc\_host\_name” and “mc\_task\_progress” are special built-in variables described in Table B.3 on page 163. (demos/multi\_task\_example/test\_single\_code\_block.xml)



```

        {
            printf("Error: could not open file 'ChDataFile_ch'.\n");
            exit(EXIT_FAILURE);
        }
    }

    fgets(line, sizeof(line), fptr);
    while(!feof(fptr))
    {
        velocity = atof(strrchr(line, ',') + 1);
        sum += velocity;
        count++;
        fgets(line, sizeof(line), fptr);
    }
    if(count != 0)
    {
        if (mc_task_progress == 0) {
            results_iel2 = sum/count;
        } else {
            results_ch = sum/count;
        }

        printf("The average velocity under the detection station is %f.\n\n", sum/count);
    }
    else
    {
        results_iel2 = 0;
        results_ch = 0;
        printf("There is no vehicle passed under the detection station.\n\n");
    }

    fclose(fptr);
    printf("I am leaving to go to the next host.\n");

    return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### Program 5: (Continued)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="2" num="0">
          <TASK num="0" return="results_iel2" complete="0" server="localhost:5051" code_id="1"/>
          <TASK num="1" return="results_ch" complete="0" server="localhost:5052" code_id="2"/>
        </TASKS>
        <AGENT_CODE id="1">
          <![CDATA[
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

double results_iel2;
int main()
{
    FILE * fptr;
    char line[1024];
    double velocity, count = 0, sum = 0;

    printf("\nThis is the mobile agent 3 from the bird1 machine.\n\n");
    printf("My task on the %s is to find the average velocity of ", mc_host_name);
    printf("vehicles passed under the %s detection station.\n\n", mc_host_name);
    if((fptr = fopen("ChDataFile_iel2", "r")) == NULL)
    {
        printf("Error: could not open file 'ChDataFile_iel2'.\n");
        exit(EXIT_FAILURE);
    }

    fgets(line, sizeof(line), fp);
    while(!feof(fp))
    {
        velocity = atof(strrchr(line, ',') + 1);
        sum += velocity;
        count++;
        fgets(line, sizeof(line), fp);
    }
    if(count != 0)
    {
        results_iel2 = sum/count;

        printf("The average velocity under the detection station is %f.\n\n", sum/count);
    }
    else
    {
        results_iel2 = 0;
        printf("There is no vehicle passed under the detection station.\n\n");
    }
    fclose(fp);
    printf("I am leaving to go to the next host.\n");
}
          ]>
        </AGENT_CODE>
      </AGENT_DATA>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>

```

Program 6: An example agent containing two tasks and two code blocks. (demos/multi\_task\_example/test\_multi\_code\_block.xml)

```

    return 0;
}
]]>
</AGENT_CODE>
<AGENT_CODE id="2">
  <![CDATA[
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

double results_ch;

int main()
{
    FILE * fptr;
    char line[1024];
    double velocity, count = 0, sum = 0;

    printf("\nThis is the mobile agent 3 from the bird1 machine.\n\n");
    printf("My task on the %s is to find the average velocity of ", mc_host_name);
    printf("vehicles passed under the %s detection station.\n\n", mc_host_name);
    if((fptr = fopen("ChDataFile_ch", "r")) == NULL)
    {
        printf("Error: could not open file 'ChDataFile_ch'.\n");
        exit(EXIT_FAILURE);
    }

    fgets(line, sizeof(line), fptr);
    while(!feof(fptr))
    {
        velocity = atof(strrchr(line, ',') + 1);
        sum += velocity;
        count++;
        fgets(line, sizeof(line), fptr);
    }
    if(count != 0)
    {
        results_ch = sum/count;
        printf("The average velocity under the detection station is %f.\n\n", sum/count);
    }
    else
    {
        results_ch = 0;
        printf("There is no vehicle passed under the detection station.\n\n");
    }

    fclose(fptr);
    printf("I am leaving to go to the next host.\n");

    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 6: (Continued)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5052</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5050" return="a">
            </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
#include <stdio.h>
short a[2][3][2];
int main()
{
  int i, j, k, l;
  k = 0;
  for (i = 0; i < 2; i++) {
    for (j = 0; j < 3; j++) {
      for(l = 0; l < 2; l++) {
        a[i][j][l] = k;
        k++;
        printf("%d ", i+j);
      }
    }
  }
  printf("\nThis is a mobile agent from port 5050.\n");
  printf("I am performing the task on the agency at port 5051 now.\n");
  sleep(1);

  return 0;
}
]]>
      </AGENT_CODE>
    </TASKS>
  </AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 7: An agent which returns data upon completion of it's tasks.

Program 8: Agent return data xml format. Note: This XML code has been reformatted to a more human-readable format. The actual format generated may differ.

- name: The name of the saved variable.
- dim: The array dimension of the saved variable.
- type: The type of the variable.
- value: (optional) If the variable has zero dimensions, the value is stored in this attribute. Otherwise, children <ROW> tags must be created to store the array.

Each <DATA> tag may also have children <ROW> tags, if the data is an array. The valid attributes of the <ROW> tags are

- index: The index of the row.

Note also that each <ROW> tag may contain additional <ROW> children depending on the dimension of the array being stored.

```

<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="2" num="1">
          <TASK num="0" server="localhost:5051" complete="1" code_id="1" return="no-return">
            <DATA name="savevar" dim="0" type="int" value="10" />
            <DATA name="another_savevar" dim="0" type="int" value="20" />
            <DATA name="array_savevar" dim="1" type="int">
              <ROW index="0"> 0,3,6,9,12,15,18,21,24,27,</ROW>
            </DATA>
          </TASK>
          <TASK num="1" server="localhost:5052" complete="0" code_id="2" return="no-return" />
        </AGENT_CODE id="1">
          <![CDATA[
//#include <stdio.h>
#include <math.h>
int savevar;
int another_savevar;
int array_savevar[10];
int main()
{
  int i;
  printf("Hello World!\n");
  printf("This is mobagent1 from the agency at port 5050.\n");
  printf("I am performing the task on the agency at port 5051 now.\n");
  printf("%f\n", hypot(1,2));
  savevar = 10;
  another_savevar = 20;
  mc_AgentVariableSave(mc_current_agent, "savevar");
  mc_AgentVariableSave(mc_current_agent, "another_savevar");
  for(i = 0; i < 10; i++) {
    array_savevar[i] = i*3;
  }
  mc_AgentVariableSave(mc_current_agent, "array_savevar");
  return 0;
}
]]>
        </AGENT_CODE>
        <AGENT_CODE id="2">
          <![CDATA[
#include <stdio.h>
int retvar;
int main()
{

```

Program 9: This XML format illustrates an agent which is currently in the process of migrating with saved data. Note that the agent contains two tasks, and the first task has been completed. This file is a snapshot of the agent as it is in transit from task '0' to task '1'. Note the <DATA> tags which store the three variables referenced by the mc\_AgentSaveVariable() function from within the code, storing two integers and an integer array. Note that in general, any data type may be stored, including multi-dimensional arrays.

```
const int *i;
i = (int*)mc_AgentVariableRetrieve(mc_current_agent, "savevar", 0);
if (i==NULL) {
    printf("Variable 'savevar' not found.\n");
} else {
    printf("Variable 'savevar' has value %d.\n", *i);
}
retvar = *i*2;
return 0;
}

    ]]>
    </AGENT_CODE>
    </TASKS>
    </AGENT_DATA>
    </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>
```

**Program 9: (Continued)**

## Chapter 5

# Interface between Binary and Mobile Agent Spaces

An embeddable C/C++ interpreter Ch was chosen to be the AEE in the Mobile-C library to support C/C++ mobile agents. Therefore, in order to access the variables, functions, and data sets in the mobile agent space from the binary space, Ch must be first embedded in the binary space. The function *MC\_GetAgentExecEngine()* in Table A.3 returns the AEE associated with a mobile agent to the binary space. Using the AEE returned by *MC\_GetAgentExecEngine()*, all of the Embedded Ch functions [12] can be called in a binary C/C++ program to access the variables, functions, and data sets defined in the mobile agent space. The Embedded Ch toolkit also allows mobile agent code to invoke C/C++ functions defined in a binary C/C++ program.

The Embedded Ch toolkit reduces the complexity of heterogeneous development environment for both embedded scripting and applications. With the consistent C/C++ code base, it can significantly reduce the effort in the software development and maintenance. Moreover, with the Embedded Ch toolkit, C/C++ applications can be extended with all the features of Ch including built-in string type for scripting. The Embedded Ch toolkit has a small footprint. The pointer and time deterministic nature of the C language provide a perfect interface with hardware in real-time systems.

### 5.1 Invoke a Mobile Agent Space Function from Binary Space

This example illustrates how to call a function defined in mobile agent code by using the Mobile-C library and Embedded Ch toolkit. The mobile agent in this example is a persistent agent, which is not removed upon termination of its execution.

The client program shown in Program 10 on the next page starts a Mobile-C agency listening on port 5050 by the function *MC\_Initialize()*, and sends a mobile agent to the remote agency running on host *localhost* at port 5051 through the function *MC\_SendAgentMigrationMessageFile()*. The filename including the full path of the mobile agent is specified from the standard input.

The mobile agent sent to the remote agency is shown in Program 11 on page 25. The name, owner, source machine of the mobile agent are *mobagent1*, *IEL*, and *localhost:5050*, respectively. The mobile agent is persistent since the flag *persistent* is set to 1 in Program 11. This flag can be set to 0 or removed by a user for a non-persistent mobile agent. The embedded mobile agent code is a simple but complete C program which defines the function *hello()* to be called in the server program.

As shown in Program 12 on page 26, the server program starts a Mobile-C agency listening on port 5051 by the function *MC\_Initialize()*, and waits for a mobile agent. The mobile agent named *mobagent1* is found by the function *MC\_FindAgentByName()*, and the AEE associated with the mobile agent is obtained by the function *MC\_GetAgentExecEngine()*. The variable returned by *MC\_GetAgentExecEngine()* is a Ch interpreter of



```

#include <libmc.h>

#include <stdio.h>
#ifdef _WIN32
#include <unistd.h>
#else
#include <windows.h>
#endif

int main(int argc, char *argv[])
{
    /* Init the agency */
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;
    int remote_port=5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(
        agency,
        "test1.xml",
        "localhost",
        remote_port);
    MC_End(agency);

    return 0;
}

```

Program 10: A program which sends a persistent mobile agent. (demos/persistent\_example/client.c)

data type *ChInterp\_t*. This variable is the first parameter for all of the Embedded Ch functions. The function *hello()* defined in the mobile agent code is invoked by the Embedded Ch function *Ch\_CallFuncByName()*.

There are several different methods to call functions in mobile agent space from the binary space using the Embedded Ch API. Here we describe the function *Ch\_CallFuncByName()* used in Program 12. With *Ch\_CallFuncByName()*, a function defined in the mobile agent space can be called by its name. The prototype of *Ch\_CallFuncByName()* is shown as follows.

```
int Ch_CallFuncByName(ChInterp_t interp, char *name, void *retval, ...);
```

The first argument is an instance of the Ch interpreter. The second argument is a string containing the name of the function to be called. The function name is associated with a function defined in mobile agent code. The third argument is a pointer containing the address of the return value of the called function. If the called function takes any arguments, the arguments should be listed after the third argument, *retval*. *Ch\_CallFuncByName()* returns zero on successful execution or non-zero on failure.

The other method of executing the function is through the Mobile-C api function **MC\_CallAgentFunc()**. This method is seen in the example program, Program 12.

Figure 5.1 on page 26 shows the output when the binary file *server* compiled from Program 12 was executed. The string generated and the value returned from the function *hello()* were printed to the screen after the Enter key was pressed once the mobile agent had arrived.

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0"
            complete="0"
            server="localhost:5051">
            <DATA
              persistent="1"
              number_of_elements="0"
              name="no-return" >
            </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
#include <stdio.h>
int main()
{
    printf("The sample persistent agent has now arrived.\n");
    return 0;
}

int hello(int a, int b)
{
    printf("Hello!!!\n");
    printf("This text is being generated from within the 'hello()' function!\n");
    printf("I received arguments of value %d %d.\n", a, b);
    return 4;
}

]]>
      </AGENT_CODE>
    </TASKS>
  </AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 11: A persistent mobile agent. Agents marked “persistent” are not flushed from the agency after they terminate. (demos/persistent\_example/test1.xml)

```

#include <libmc.h>
#include <embedch.h>
#include <stdio.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgent_t agent;
    ChInterp_t interp;
    int retval;
    MCAgencyOptions_t options;
    int port=5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    /* Init the agency */
    agency = MC_Initialize(
        port,
        &options);

    printf("Please press 'enter' once the sample agent has arrived.\n");
    getchar();
    agent = MC_FindAgentByName(agency, "mobagent1");
    if (agent == NULL) {
        printf("Could not find agent!\n");
        exit(0);
    }
    /* The following execution of code may be performed two different
    ways: The first way, which is commented out in this example,
    involves retrieving the agent's interpreter with
    MC_GetAgentExecEngine() and using the Embedded Ch api to call
    the function. The second method involves using the Mobile-C
    api to call the function. Both of these methods used here produce
    identical results. */
    MC_CallAgentFunc(
        agent,
        "hello",
        &retval,
        2, /* Num Arguments */
        5,
        7 );

    printf("Value of %d was returned.\n", retval);
    return 0;
}

```

**Program 12: A Mobile-C agency. (demos/persistent\_example/server.c)**

**Figure 5.1: Output from the binary server program.**

## Chapter 6

# Extend Mobile-C Functionality to Mobile Agent Space

In order to allow mobile agent code to call user defined routines and access data sets defined in the binary space, as well as control other mobile agents defined in the mobile agent space through the Mobile-C API functions, the Mobile-C functionality has to be extended into the mobile agent space. We integrated Ch with the Mobile-C library to provide access to some Mobile-C functionalities.

Figure 6.1 on page 29 shows how mobile agent code interfaces with the Mobile-C library. When the function *mc\_function()* is called in mobile agent code, Ch searches the corresponding interface function *MC\_function\_chdl()* in the Mobile-C library, and passes arguments to it by calling the function. Subsequently, the interface function *MC\_function\_chdl()* invokes the target function *MC\_function()*, and passes the return value back to the mobile agent space [12].

The prototypes of Mobile-C functions used in the mobile agent space are declared in *agent.c* through an Embedded Ch function, *Ch\_DeclareFunc()*. The data type, *MCAgent\_t*, used as a parameter or return value by certain Mobile-C functions for the mobile agent space is also defined in *agent.c* by two Embedded Ch functions, *Ch\_DeclareVar()* and *Ch\_DeclareTypedef()* [12]. Table B.5 on page 165 lists the currently implemented functions for the mobile agent space. Two examples are used to demonstrate the applications and features of the Mobile-C functionality in the mobile agent space.

### 6.1 Terminate Mobile Agent Execution from Mobile Agent Space

This example demonstrates how to send a mobile agent to terminate the execution of another currently running mobile agent. These two mobile agents belong to independent mobile agent spaces.

The server program used in this example is the same as Program 1 on page 7. The client program is the same as Program 10 on page 24 except that it calls the function *MC\_SendAgentMigrationMessageFile()* twice to send out two mobile agents. The first mobile agent sent to the remote agency is *test2.xml* shown in Program 13 on page 30. The execution of the mobile agent code will repeatedly print a string *Hello* to the screen every second. The second mobile agent sent to the remote agency is *test3.xml* shown in Program 14 on page 31. The function *mc\_FindAgentByName()* returns a variable of type *MCAgent\_t* as a handle to a mobile agent. The mobile agent code embedded in *mobileagent2\_ex3.xml* finds a mobile agent named *mobagent1* by the function *mc\_FindAgentByName()* and terminates the execution of *mobagent1* by the function *mc\_TerminateAgent()*.

## 6.2 Invoke a Registered Service from Mobile Agent Space

This example demonstrates how to send a mobile agent to invoke a service provided by a persistent mobile agent registered with the DF.

The server program used in this example is the same as Program 1 on page 7. The client program is the same as Program 10 on page 24 except that it calls the function *MC\_SendAgentMigrationMessageFile()* three times to send out three mobile agents. The first mobile agent sent to the remote agency is shown in Program 15 on page 32. The execution of the mobile agent code will register two services with the remote DF through the function *mc\_RegisterService()*. The two services are *addition* and *subtraction* which provide addition and subtraction of two integers, respectively. These services also refer to the functions defined in the mobile agent code. The function *mc\_RegisterService()* takes three parameters. An *MCAgent\_t* type variable is the first parameter. A system variable of type *MCAgent\_t*, *mc\_current\_agent*, is used as the first parameter when services for the current mobile agent are registered, as illustrated in Program 15 on page 32. The system variable *mc\_current\_agent* is declared in *agent.c* using the function *Ch\_DeclareVar()* to hold the current mobile agent. An array of pointer to char and an integer are the second and third parameters, respectively. The array holds the name of the services whereas the integer denotes the number of the services to be registered.

The second mobile agent is similar to the first and also registers two services, *multiplication* and *modulus*, which provides multiplication and modulo operation of two integers. This mobile agent can be seen in Program 16 on page 33.

The third mobile agent sent to the remote agency is shown in Program 17 on page 34. The function *mc\_SearchForService()* takes five parameters. The first parameter is the name of the service to be found. The second parameter is the address of an array of pointer to char that holds the names of all the mobile agents with the desired service. Likewise, the third parameter is the address of an array of pointer to char that holds the desired service name associated with all the found mobile agents. The fourth parameter is the address of a one-dimensional integer array that holds the IDs of all the mobile agents with the desired service. The last parameter is the address of an integer denoting the number of mobile agents that have been found. In this example, once the search for *addition* service is done, the first mobile agent with this service will be returned by the function *mc\_FindAgentByID()* with a parameter as the first element of array *agentIDs*. In this example, the first found mobile agent is *service\_provider\_1*. The function *addition()* defined in *service\_provider\_1* will be called through the function *mc\_CallAgentFunc()* to perform addition of two integers. Since *mc\_CallAgentFunc()* can only pass one argument to the invoked function, the address of a data structure with two integer members is passed to *addition()* in this example. The return value of *addition()* is assigned to the variable *retval*. The string *Result of addition 44 + 45 is 89.* will be printed to the screen at the end.

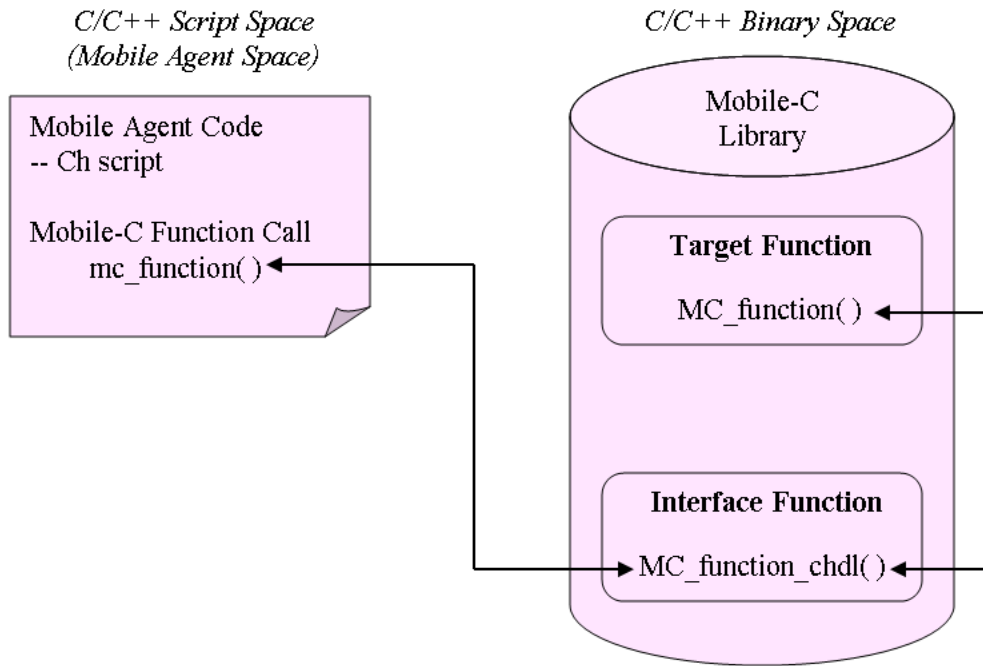


Figure 6.1: Interface of mobile agent code with the Mobile-C library.

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
#include <unistd.h>
int main()
{
    while(1) {
        printf("Hello\n");
        /* Sleep for 1 second */
        usleep(1000000);
    }
    return 0;
}

]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 13: A mobile agent which enters an infinite loop and does not terminate. (demos/persistent.example/test2.xml)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    MCAgent_t tmp;
    tmp = mc_FindAgentByName("mobagent1");
    printf("Agent mobagent1 is at address %x\n", tmp);
    if (tmp == NULL) {
        printf("Agent not found. Terminating...\n");
        return 0;
    }
    mc_TerminateAgent(tmp);
    return 0;
}

]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 14: This agent terminates the execution of the agent in Program 13. (demos/persistent\_example/test3.xml)



```

<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>service_provider_1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0"complete="0" server="localhost:5051">
            <DATA persistent="1" number_of_elements="0"
              name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>

int main() {
  char **services;
  int i;
  services = malloc(sizeof(char*)*2);
  for(i = 0; i < 2; i++) {
    services[i] = malloc(40);
  }
  strcpy(services[0], "addition");
  strcpy(services[1], "subtraction");
  printf("Service provider 1 has arrived.\n");
  printf("I provide addition and subtraction service.\n");
  mc_RegisterService( mc_current_agent, services, 2);
  return 0;
}

int addition(int a, int b) {
  printf("Adding %d and %d...\n", a, b);
  return a + b;
}

int subtraction(int a, int b) {
  printf("Subtracting %d - %d...\n", a, b);
  return a - b;
}
]]>
        </AGENT_CODE>
      </AGENT_DATA>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>

```

Program 15: Sample agent containing 'addition' and 'subtraction' services. Note that the variable "mc\_current\_agent" is a special built-in variable described in Table B.3 on page 163. (demos/mc\_df\_service.test/service\_provider\_1.xml)

```

<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>service_provider_2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA persistent="1" number_of_elements="0"
              name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>

int main() {
  char **services;
  int i;
  services = malloc(sizeof(char*)*2);
  for(i = 0; i < 2; i++) {
    services[i] = malloc(40);
  }
  strcpy(services[0], "multiplication");
  strcpy(services[1], "modulus");
  printf("Service provider 2 has arrived.\n");
  printf("I provide multiplication and modulus service.\n");
  mc_RegisterService( mc_current_agent, services, 2);
  return 0;
}

int multiplication(int a, int b) {
  printf("Multiplying %d and %d...\n", a, b);
  return a * b;
}

int modulus(int a, int b) {
  printf("Modulo %d % %d...\n", a, b);
  return a % b;
}
]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 16: Sample agent containing 'multiplication' and 'modulus' services. Note that the variable "mc\_current\_agent" is a special built-in variable described in Table B.3 on page 163. (demos/mc\_df\_service.test/service\_provider\_2.xml)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5051</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5050">
            <DATA number_of_elements="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    MCAgent_t agent;
    int retval;
    /* Search Return Variables */
    char** agentNames;
    char** serviceNames;
    int *agentIDs;
    int numResults;
    int a, b;

    /* Search for addition service */
    printf("\n\n\nSearching for addition service.\n");
    mc_SearchForService(
        "addition",
        &agentNames,
        &serviceNames,
        &agentIDs,
        &numResults );
    printf("Done searching.\n");
    if (numResults < 1) {
        printf("No agents with service 'addition' found.\n");
        exit(0);
    }

    /* Just get the first hit */
    printf("Using agent %s for addition.\n", agentNames[0]);
    agent = mc_FindAgentByID(agentIDs[0]);

    a = 44;
    b = 45;

```

Program 17: Sample agent that searches for and invokes agent services. (demo/mc\_df\_service\_test/test1.xml) (Part 1)

```

mc_CallAgentFunc(agent, "addition", &retval, a, b);
printf("Result of addition %d + %d is %d.\n", a, b, retval);

/* Now search for multiplication service */
printf("\n\n Searching for Multiplication service...\n");
mc_SearchForService(
    "multiplication",
    &agentNames,
    &serviceNames,
    &agentIDs,
    &numResults );

if (numResults < 1) {
    printf("No agents with service 'multiplication' found.\n");
    exit(0);
}

printf("Using agent %s for multiplication.\n", agentNames[0]);
agent = mc_FindAgentByID(agentIDs[0]);
mc_CallAgentFunc(agent, "multiplication", &retval, a, b);
printf("Result of multiplication %d * %d is %d.\n", a, b, retval);

/* Now lets try to deregister a service */
mc_DeregisterService(
    agentIDs[0],
    serviceNames[0]
);

return 0;
}
    ]]>
    </AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### Program 17: (Continued)

## Chapter 7

# Synchronization Support in the Mobile-C library

In a Mobile-C agency, mobile agents are executed by independent AEEs. A user might also need to design a multi-threaded application where a Mobile-C agency itself is one of the many threads that handle different tasks. The Mobile-C library provides support for synchronization among mobile agents and threads. The synchronization API functions are used to protect shared resources as well as provide a method of deterministically timing the execution of mobile agents and threads.

The internal implementation consists of a linked list of Portable Operating System Interface for UNIX (POSIX) compliant synchronization variables, namely, mutexes, condition variables, and semaphores. Each node in the linked list is a synchronization variable which is assigned or given a unique identification number. The API functions can be called from the binary or mobile agent space to initialize the synchronization variables and access them by their unique identification numbers in the linked list.

A Mobile-C synchronization variable is an abstract variable, initialized by the function *MC\_SyncInit()*. Once it has been initialized, it may be used as a mutex, condition variable, or semaphore. No further function calls are necessary to change a generic synchronization variable to one of the types. However, once a synchronization variable is used as a mutex, condition variable, or semaphore, it should not be used again as a different type. For instance, if calls to

```
MC_SyncInit(500);  
MC_MutexLock(500);
```

are made, initializing a synchronization variable with ID “500”, and locking it as a mutex, it should not be then used with any of the condition variable or semaphore functions.

The application of the Mobile-C synchronization mechanism is illustrated by the example below.

### 7.1 Synchronization in Mobile Agent Space

The Mobile-C library allows synchronization among agents via mutexes, condition variables, and semaphores. Each type of synchronization variable is used for different features. Perhaps the most common and basic of these variables is the mutex.

The client program shown in Program 18 on the next page starts a Mobile-C agency listening on port 5050 and subsequently sends two mobile agents to the remote agency running on host *localhost* at port 5051. The mobile agents are shown in Program 19 on page 38 and Program 20 on page 39. These mobile agents will use a mutex to guard an operation that may not be performed by two agents simultaneously.

```

#include <stdio.h>
#include <libmc.h>
#ifdef _WIN32
#include <windows.h>
#endif
#define WAIT_TIME 2
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;
    int remote_port=5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("MobileC Started\n");
    printf("Sending sleep agent...\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(
        agency,
        "sleep.xml",
        "localhost",
        remote_port);
    printf("Sleeping for %d seconds.\n", WAIT_TIME);
#ifdef _WIN32
    sleep(WAIT_TIME);
#else
    Sleep(WAIT_TIME * 1000);
#endif
    printf("Sending wake-up agent...\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(
        agency,
        "wake.xml",
        "localhost",
        remote_port);
    MC_End(agency);
    return 0;
}

```

Program 18: A program used to send a mobile agent. (demos/agent\_mutex\_example/mc\_client.c)

This example demonstrates the ability of a Mobile-C mutex to protect a resource that may be shared between two agents. Any real or imaginary resource that should not be accessed simultaneously by more than one entity at a time should be guarded by a mutex. The resource may be a shared variable, or something more abstract such as control of a robot arm. If there is only one robot arm, then only one entity, an agent in this case, should be able to control it at a time.

In our particular example, the tasks our agents are going to perform are imaginary. Each task is represented instead by the “sleep()” function and the printing of a message, which causes execution of that particular agent to pause for a time, as if it were performing a task. For our example, we will intentionally cause our agents to collide execution times to demonstrate that our mutex works. Examining our client

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>sleep_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return">
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    int mutex_id;
    printf("Sleep agent has arrived.\n");
    mutex_id = mc_SyncInit(55);
    if (mutex_id != 55) {
        printf("Possible error. Aborting...\n");
        exit(1);
    }
    printf("This is agent 1.\n");
    printf("Agent 1: I am locking the mutex now.\n");
    mc_MutexLock(mutex_id);
    printf("Agent 1: Mutex locked. Perform protected operations here\n");
    printf("Agent 1: Waiting for 5 seconds...\n");
    sleep(5);
    printf("Agent 1: Unlocking mutex now...\n");
    mc_MutexUnlock(mutex_id);

    return 0;
}
]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 19: An agent which uses a mutex while accessing a shared resource. (demo/agent\_mutex\_example/sleep.xml)

program, Program 18 on the preceding page, we see that we set a two second interval between sending the agents. However, the task that each agent tries to perform will be five seconds long. This means that the second agent will arrive while the first agent is in the middle of performing its simulated task. The execution output will demonstrate that the second agent will not begin its task until the first agent is finished.

Semaphores are also used to guard resources in which a limited number of entities may access at a time.

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>wake_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" complete="0" server="localhost:5051">
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    int mutex_id;
    mutex_id = 55;
    printf("Agent 2: Has arrived");
    printf("Agent 2: Attempting to lock the mutex...\n");
    mc_MutexLock(mutex_id);
    printf("Agent 2: Mutex locked.\n");
    printf("Agent 2: Perform protected operations here.\n");
    sleep(5);
    mc_MutexUnlock(mutex_id);
    printf("Agent 2: Mutex Unlocked\n");
    mc_SyncDelete(mutex_id);

    return 0;
}
]]>
        </AGENT_CODE>
      </TASKS>
    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 20: An agent which uses a mutex while accessing a shared resource. (demos/agent\_mutex\_example/wake.xml)

Since the behaviour and usage of semaphores are similar to that of a mutex, an example is not provided here. Please see the demo in directory *demos/agent\_semaphore\_example/* for an example.

Condition variables are also useful in multi-threaded applications in order for threads to sleep and wait for a signal. Program 21 on the next page illustrates an agent that will sleep on a condition variable immediately after arriving at an agency. Program 22 on page 41 shows an agent that will send a signal to the condition variable the first agent in Program 21 is waiting on, thereby causing the first agent to wake up and continue execution.



```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>sleep_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            </TASK>
          <AGENT_CODE>
            <![CDATA[
#include <stdio.h>

#define SYNC_ID 55
int main()
{
    int cond_id;
    printf("Sleep agent has arrived.\n");
    cond_id = mc_SyncInit(SYNC_ID);
    if (cond_id != SYNC_ID) {
        printf("Possible error. Aborting...\n");
        exit(1);
    }
    printf("This is the sleep agent.\n");
    printf("I am going to sleep now...\n");
    mc_CondWait(cond_id);
    printf("This is the sleep agent: I am awake now. Continuing...\n");
    mc_SyncDelete(cond_id);

    return 0;
}

]]>
          </AGENT_CODE>
        </TASKS>
      </AGENT_DATA>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>

```

Program 21: A sample agent which will immediately sleep on a condition variable after arriving at an agency. (demos/agent\_cond\_example/sleep.xml)

## 7.2 Synchronization Between Binary and Agent Spaces

The synchronization variables initialized using `MC_SyncInit()` are accessible in both agent space and binary space, enabling agents to synchronize with binary threads. Again, all three Mobile-C synchronization variable types: mutexes, condition variables, and semaphores, may be used in both binary and agent space.

Referring the example server code in Program 23 on page 42, we show a piece of code where a binary program containing a Mobile-C agency must perform a subroutine involving a shared resource, protecting it with a mutex. The shared resource will be accessible from both the `main()` binary thread as well as any agents

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>wake_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            </TASK>
          <AGENT_CODE>
            <![CDATA[
#include <stdio.h>

#define SYNC_ID 55
int main()
{
    int cond_id;
    cond_id = SYNC_ID;
    printf("This is the wake agent.\n");
    mc_CondSignal(cond_id);

    return 0;
}
]]>
          </AGENT_CODE>
        </TASKS>
      </AGENT_DATA>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>

```

Program 22: A sample agent which will signal a condition variable after arriving at an agency. (demo/agent\_cond.example/wake.xml)

which are residing in the agency. As such, the server code initializes and uses a mutex to protect the shared resource. In our example agent shown in Program 24 on page 43, we see that this agent needs to access the same shared resource, and so it must first lock the mutex before doing so. This example demonstrates that the mutex will prevent both the agent and binary thread from accessing the resource simultaneously

Referring now to Program 25 on page 44 and Program 26 on page 45, we demonstrate the use of Mobile-C condition variables to synchronize an agent with a binary thread. The binary space thread program shown in Program 25 simply waits on a condition variable. The agent shown in Program 26 signals the binary space thread with a call to *mc\_CondSignal()*, causing the binary space thread to run once.

### 7.3 Mobile-C Execution with Multiple Agencies

Using the Mobile-C library, multiple agencies may be initialized within the same program. This is useful in cases where the agencies may have different AEE configuration properties, privileges, etc. Ch is the chosen AEE of Mobile-C. Functions such as *MC\_CopyAgent()* and *MC\_AddAgent()* become useful in such cases.

```

#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
#define MUTEX_ID 55
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int i;
    int port=5051;

    MC_InitializeAgencyOptions(&options);

    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP);

    agency = MC_Initialize(
        port,
        &options);

    MC_SyncInit(agency, MUTEX_ID);
    /* Now, lets perform a simulated task which accesses a shared resource
    * 20 times. */
    for(i = 0; i < 20; i++) {
        printf("C Space: Attempting to lock mutex...\n");
        MC_MutexLock(agency, MUTEX_ID);
        printf("C Space: Mutex Locked. Performing task.\n");
#ifdef _WIN32
        sleep(1);
#else
        Sleep(1000);
#endif
        printf("C Space: Unlocking Mutex...\n");
        MC_MutexUnlock(agency, MUTEX_ID);
        printf("C Space: Mutex Unlocked.\n");
    }

    MC_SyncDelete(agency, MUTEX_ID);
    MC_End(agency);
    return 0;
}

```

Program 23: A sample program with an embedded Mobile-C agency demonstrating the use of a Mobile-C mutex to protect a shared resource. (demos/cspace\_mutex\_example/mc\_server.c)

In the example shown in Program 27 on page 46, we demonstrate a program with two agencies, listening on ports 5051 and 5052, respectively. In our simple example, the server simply duplicates every agent arriving to the agency on port 5051 and adds a copy to the agency on port 5052.

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>sleep_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0"complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
          <AGENT_CODE>
            <![CDATA[
#include <stdio.h>
int main()
{
    int mutex_id;
    int i;
    printf("This is agent 1.\n");
    for(i = 0; i < 10; i++) {
        printf("Agent: Attempting to lock mutex...\n");
        mc_MutexLock(55);
        printf("Agent: Mutex Locked. Performing protected operations...\n");
        sleep(1);
        printf("Agent: Attempting to unlock mutex...\n");
        mc_MutexUnlock(55);
        printf("Agent: Mutex Unlocked.\n");
    }

    return 0;
}

]]>
          </AGENT_CODE>
        </TASKS>
      </AGENT_DATA>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>

```

Program 24: A sample Mobile-C agent which must perform an action on a shared resource guarded by a Mobile-C mutex. (demos/cspace\_mutex\_example/agent.xml)

Note that the MC\_CopyAgent() function is necessary here because Mobile-C functions which retrieve agents from agencies only retrieve references to the agents, not copies of the agents. The MC\_CopyAgent() function performs a deep copy on the agent structure so that it may be used in another agency. Also note that setting the copied agent's status to "MC\_WAIT\_CH" ensures that it will execute again upon entering the second agency.

```

#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
#define COND_ID 55

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int i;
    int port;
    MC_InitializeAgencyOptions(&options);
    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency = MC_Initialize(
        port,
        &options);

    MC_SyncInit(agency, COND_ID);
    /* Let us wait on a condition variable. Every time an agent signals that
    * variable, we will perform some task. */
    while(1) {
        MC_CondWait(agency, COND_ID);
        printf("C space: I am awake! Performing some task.\n");
        MC_CondReset(agency, COND_ID);
    }

    MC_MainLoop(agency);
    return 0;
}

```

Program 25: An example server containing a thread which will run once each time it is signalled by another thread or by an agent. (demos/cspace\_cond\_example/mc\_server.c)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
#define COND_ID 55
int main()
{
    int i;
    printf("This is agent 1.\n");
    for(i = 0; i < 5; i++) {
        printf("Agent: Perform some task here.\n");
        sleep(2);
        printf("Agent: signal C space for followup action.\n");
        mc_CondSignal(COND_ID);
        sleep(1);
    }

    return 0;
}

]]>
      </AGENT_CODE>
    </TASKS>
  </AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 26: A sample agent which signals a condition variable. (demos/cspace\_cond\_example/agent.xml)

```

#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency1;
    MCAgency_t agency2;
    MCAgencyOptions_t options;
    int i;
    int port1 = 5051;
    int port2 = 5052;

    MCAgent_t agent;
    MCAgent_t agent_copy;

    MC_InitializeAgencyOptions(&options);

    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency1 = MC_Initialize(
        port1,
        &options);
    agency2 = MC_Initialize(
        port2,
        &options);

    while(1) {
        agent = MC_WaitRetrieveAgent(agency1);
        MC_CopyAgent(&agent_copy, agent);
        MC_SetAgentStatus(agent_copy, MC_WAIT_CH);
        MC_AddAgent(agency2, agent_copy);
        MC_ResetSignal(agency1);
    }

    return 0;
}

```

Program 27: An example program containing two Mobile-C agencies. The program copies agents arriving at the agency on port 5051 to the agency at port 5052.(demos/multiple\_agency\_example/mc\_server.c)

## Chapter 8

# Mobile-C FIPA Compliant ACL Messages

Mobile-C has the ability to send and receive FIPA compliant agent communication language (ACL) messages. More information about FIPA, the Foundation for Intelligent Physical Agents, may be found at <http://www.fipa.org>. This functionality allows Mobile-C agent to communicate with each other, as well as with agents from other agencies that are also FIPA compliant. Demos of communication with JADE agents may be found in the directories `demos/jade_to_mc_example` and `demos/mc_to_jade_example`.

### 8.1 Constructing and Sending an ACL Message

The general process for constructing an ACL message involves filling out required portions of an ACL message structure of type `struct fipa_acl_message_s` and passing the message to the `mc_AclSend()` function. A number of helper functions exist in order to simplify the process of allocating memory and setting certain fields of the `acl` message. The entire process can be seen in the example shown in Program 28 on the following page. In this example, various ACL helper functions are used to flesh out the ACL message. Among these are:

- `mc_AclSetPerformative`: Set the FIPA performative of the message. See Program 30 for a complete listing of valid FIPA performative enumerations.
- `mc_AclSetSender`: Sets the 'sender' field of the message.
- `mc_AclAddReceiver`: Adds addresses to the 'receiver' field of the message.
- `mc_AclSetContent`: Sets the 'content' field of an ACL message.

### 8.2 Receiving an ACL Message

Every agent residing on a Mobile-C agency has a mailbox allocated to it. At any time, the agent may check the mailbox for new ACL messages, or an agent may choose to wait on an empty mailbox until a new message arrives. These two tasks are done by the functions `mc_AclRetrieve()` and `mc_AclWaitRetrieve()`, respectively. An example of an agent waiting for and receiving a message may be seen in Program 29 on page 50. In the aforementioned program, the agent uses the function `mc_AclWaitRetrieve()` to block until receiving a new message. Once a new message is received, the agent prints the message's sender and content. After performing these tasks, the agent generates a reply message using the function `mc_AclReply()`, fills out the 'sender' and 'content' fields using the `mc_AclSetSender()` and `mc_AclSetContent` functions, respectively, and sends the message.



```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
//#include <stdio.h>
#ifndef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();

    mc_AclSetPerformative(
        tmp,
        FIPA_INFORM );

    mc_AclSetSender(
        tmp,
        "mobagent2",
        "http://localhost:5052/acc" );

    mc_AclAddReceiver(
        tmp,
        "mobagent1",
        "http://localhost:5051/acc" );

    mc_AclSetContent(
        tmp,
        "This is content. Yay!" );

```

**Program 28:** A sample agent which sends a FIPA compliant ACL message to a second agent, 'mobagent1', which resides on a different agency, 'localhost:5051'. (Part 1)

```

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
    ]]>
    </AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

Program 28: (Continued)

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    fipa_acl_message_t* reply;
    printf("Hello World!\n");
    printf("This is mobagent1 from the agency at port 5050.\n");
    printf("I am performing the task on the agency at port 5051 now.\n");
    printf("%f\n", hypot(1,2));
    printf("Now, I am going to wait until I receive a message. Waiting...\n");
    tmp = mc_AclWaitRetrieve(mc_current_agent);
    printf("mobagent1 Got a message! \n");
    printf("Message is from %s\n", tmp->sender->name);
    printf("The content is %s\n", tmp->content->content);
    printf("Generating a reply message...\n");
    reply = mc_AclReply(tmp);
    mc_AclSetPerformative(
        reply,
        FIPA_INFORM );
    mc_AclSetSender(
        reply,
        "mobagent1",
        "http://localhost:5051/acc" );
    mc_AclSetContent(

```

Program 29: A sample agent which waits on its mailbox until it receives a message. Upon receiving the message, the agent prints the 'contents' portion of the message. (Part 1)

```

        reply,
        "This is a reply message." );
printf("Sending message...\n");
mc_AclSend(reply);
mc_AclDestroy(tmp);
mc_AclDestroy(reply);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### Program 29: (Continued)

```

enum fipa_performative_e
{
    FIPA_ERROR=-1,
    FIPA_ZERO,
    FIPA_ACCEPT_PROPOSAL,
    FIPA_AGREE,
    FIPA_CANCEL,
    FIPA_CALL_FOR_PROPOSAL,
    FIPA_CONFIRM,
    FIPA_DISCONFIRM,
    FIPA_FAILURE,
    FIPA_INFORM,
    FIPA_INFORM_IF,
    FIPA_INFORM_REF,
    FIPA_NOT_UNDERSTOOD,
    FIPA_PROPOGATE,
    FIPA_PROPOSE,
    FIPA_PROXY,
    FIPA_QUERY_IF,
    FIPA_QUERY_REF,
    FIPA_REFUSE,
    FIPA_REJECT_PROPOSAL,
    FIPA_REQUEST,
    FIPA_REQUEST_WHEN,
    FIPA_REQUEST_WHENEVER,
    FIPA_SUBSCRIBE
};

```

### Program 30: Fipa Performative Enumerations.

## 8.3 Communication With Other FIPA Compliant Agent Systems

This section provides some brief examples regarding communication between Mobile-C and other FIPA compliant agent systems.

### 8.3.1 Example: Receiving a message from a JADE agent

The following section contains details regarding an example where a Mobile-C agent receives a message from a JADE agent. This example is included to provide a brief overview of how FIPA ACL communication operates between Mobile-C agencies and JADE agencies.

#### Start a Mobile-C Agency

The first step in the example is to start a Mobile-C agency and a suitable agent to wait for a message. An example agency which performs these tasks may be found in the directory `demos/jade_to_mc_example/`. To start the agency, simply go to the directory and execute the server with the command

```
./server
```

The server will start and load the sample agent named “mobagent1” in one step, which should produce the following output (or similar):

```
Mobile-C Started
```

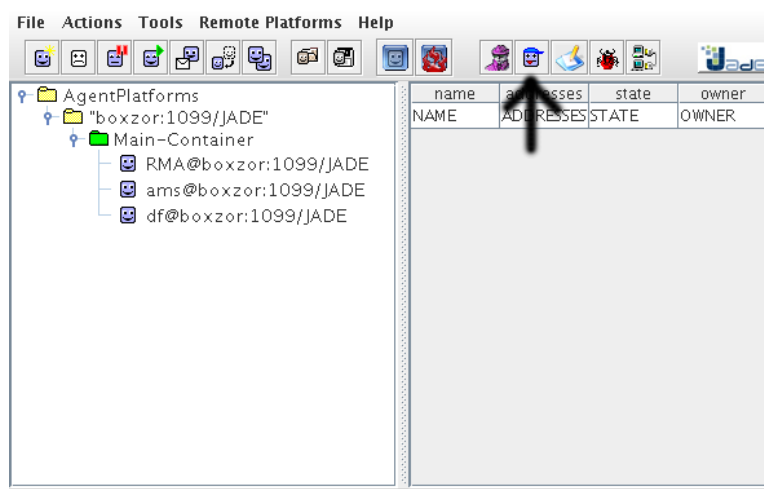
```
MobileC > This is mobagent1 from the agency at port 5050.  
Now, I am going to wait until I receive a message. Waiting...
```

#### Create a JADE container

The next step is to start a JADE agency. Instructions on how to obtain and install JADE may be found at the website <http://jade.tilab.com>. Once JADE is installed, use the command

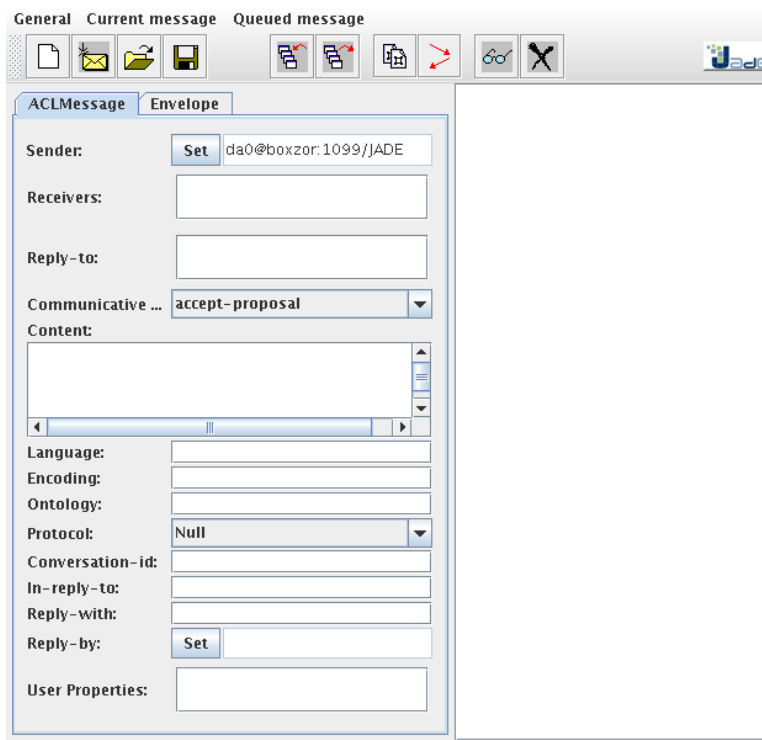
```
java jade.Boot -gui
```

to start a JADE container. Note that the command may vary across systems depending on your java distribution and system setup. This command should produce a window similar to the following:



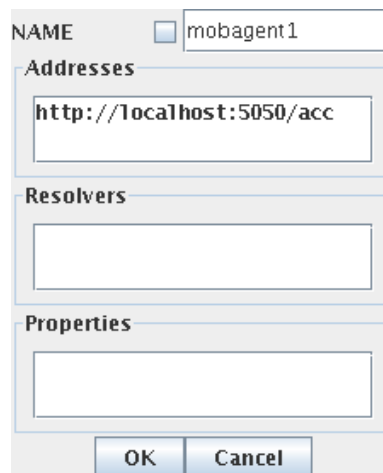
## Start a JADE dummy agent

The next step is to start a “dummy” agent by clicking on the button indicated by the large arrow in the previous figure. This should produce a second window which should resemble the following image.

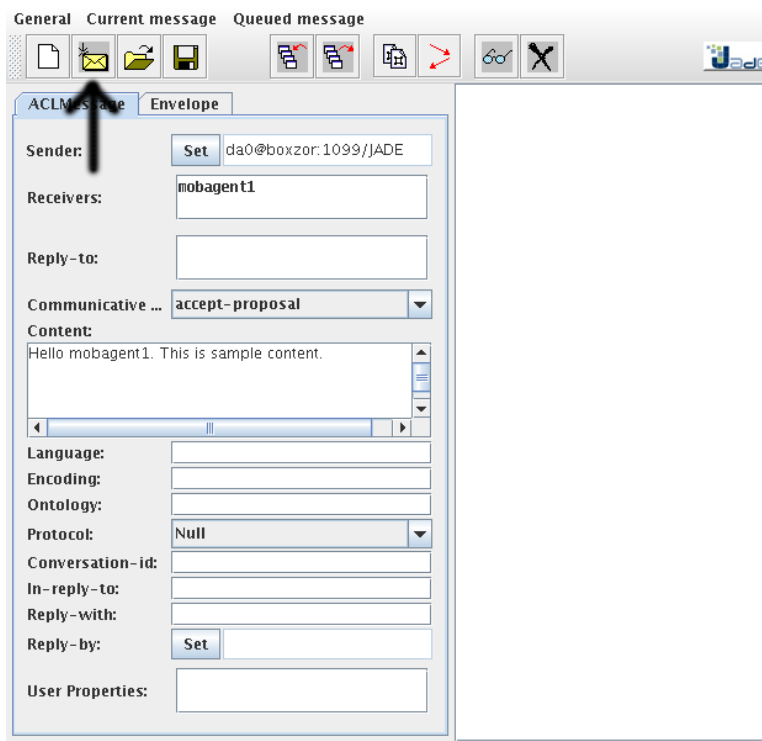


## Send a message to Mobile-C

There are several fields in this empty ACL message that need to be set before the message will be successfully passed to our Mobile-C agent. The first field to fill out is the *Receivers*, which indicates the recipients for our message. We wish for our Mobile-C agent “mobagent1” to be our sole recipient. Add “mobagent1” by right-clicking on the *Receivers* textbox and selecting the Add option. Fill out the box as shown in the following image:



After setting the receiver, the rest of the message may be set to whatever is desired. For this example, our sample message may be seen on the following image.



Once your desired message parameters are in place, click on the “Send Message” button indicated by the arrow in the previous figure. The message will be sent to the agent waiting at the Mobile-C agency that was previously started. The agent should receive the message and produce the following output:

```
mobagent1 Got a message!
Message is from da0@boxzor:1099/JADE
The content is Hello mobagent1. This is sample content.
This indicates that mobagent1 has successfully received the message from JADE.
```

### 8.3.2 Example: Sending a message from Mobile-C to JADE

This example illustrates a Mobile-C agent sending an ACL message to a JADE agent. The example will be presented in a step by step fashion and all files may be found in the directory `demos/mc_to_jade_example/`.

#### Start a JADE container with a “PingAgent” agent

The first step is to start a JADE container with a responsive agent. In this example, we will use a demo “PingAgent” agent which is provided with JADE. The agent source code may be found in the JADE subdirectory `jade/src/examples/PingAgent/PingAgent.java`. After installing JADE, run the command

```
java jade.Boot pingme:examples.PingAgent.PingAgent
```

from the `jade/src/` directory to start a JADE main container and invoke an agent of type “PingAgent” named “pingme”. The “PingAgent” agent contains a behaviour which receives messages and replies with a standard reply message. The “PingAgent” expects incoming messages to have a performative of “query-ref”, and for the content field to contain the text “ping”.

### Start a Mobile-C agency with a sender agent

A Mobile-C agency and agent for use in the example has already been created and reside in the directory `demos/mc_to_jade_example/`. After compiling Mobile-C and the Mobile-C demos, simply go to the directory and run the 'client' executable.

```
./client
```

The executable will automatically start a Mobile-C agency and load an agent named "mobagent1". The agent is programmed to send an ACL message to "pingme" at the local JADE container and wait for a response message. Upon receiving the response, the agent will print the contents of the response message. The Mobile-C agent output should look something like

```
Mobile-C Started
Sending agent to self...
Done.
mobagent2 Creating new ACL message...
mobagent2 sending ACL message...
Received a message from pingme@boxzor:1099/JADE.
Content is 'alive'.
```



# Chapter 9

## Mobile-C Security Module

The latest Mobile-C package includes an experimental security module. The security module is intended to provide a method of sending encrypted agents to agencies. The encryption helps guard against man-in-the-middle attacks and provides a small measure of agent authentication as well.

### 9.1 Security Module Architecture and Overview

The Mobile-C security module uses the Diffie-Hellman key exchange cryptographic protocol to encrypt agents. When a security-enabled agency attempts to contact another agency for the first time, the agencies trade public keys. Every other communication between the agencies will be encrypted using the public keys, and thus may only be decrypted by the target agency's private key. Since the private and public keys may be randomly generated, this makes it difficult/impossible for a third party to decrypt an intercepted encrypted agent, since they do not own the private keys.

### 9.2 Enabling the Security Module

default. Several configuration options need to be changed in order for the module to be built and used.

#### 9.2.1 Enabling the Security Module in Unix

In a unix environment, a configuration option needs to be stated during the configuration process. The new configuration step will be the command

```
./configure --enable-security
```

instead of the old

```
./configure
```

#### 9.2.2 Enabling the Security Module in Windows

In windows, a line needs to be added to the file "src/winconfig.h". The line to be added is

```
#define MC_SECURITY 1
```

### 9.2.3 Further Instructions

Furthermore, the option needs to be turned on in the options parameter which is passed into `MC_Initialize()`. The following C code snippet will start a security-enabled agency listening on port 5050.

```
MCAgency_t agency;
MC_AgencyOptions_t options;
MC_InitializeAgencyOptions(&options);
options.enable_security = 1;
agency = MC_Initialize(5050, &options);
```

See more about the `MC_AgencyOptions_t` type at the description of the `MC_Initialize()` function in Appendix A on page 119.

# Bibliography

- [1] V. Kumar, A. Grama, A. Gupta, and G. Karypis, *Introduction to Parallel Computing: Design and Analysis of Algorithms*. Reading, MA: Addison-Wesley, 1994.
- [2] U. Manber, *Introduction to Algorithms - A Creative Approach*. Reading, MA: Addison-Wesley, 1989.
- [3] J. L. Adler and V. J. Blue, “A Cooperative Multi-Agent Transportation Management and Route Guidance System,” *Research Part C - Emerging Technologies*, Vol. 10, No. 5-6, pp. 433–454, 2002.
- [4] A. Fuggetta, G. P. Picco, and G. Vigna, “Understanding Code Mobility,” *IEEE Transactions on Software Engineering*, Vol. 24, No. 5, pp. 342–361, 1998.
- [5] B. Chen, “Runtime Support for Code Mobility in Distributed Systems.” Department of Mechanical and Aeronautical Engineering, University of California, Davis, Ph.D. dissertation, 2005.
- [6] B. Chen and H. H. Cheng, “A Run-Time Support Environment for Mobile Agents,” in *Proc. of ASME/IEEE International Conference on Mechatronic and Embedded Systems and Applications*, No. DETC2005-85389, Long Beach, California, 2005.
- [7] B. Chen, H. H. Cheng, and J. Palen, “Mobile-C: a Mobile Agent Platform for Mobile C/C++ Agents,” *Software-Practice & Experience*, Vol. 36, No. 15, pp. 1711–1733, December 2006.
- [8] Mobile-C: A Multi-Agent Platform for Mobile C/C++ Code, <http://www.mobilec.org>.
- [9] H. H. Cheng, “Scientific Computing in the Ch Programming Language,” *Scientific Programming*, Vol. 2, No. 3, pp. 49–75, Fall 1993.
- [10] —, “Ch: A C/C++ Interpreter for Script Computing,” *C/C++ User’s Journal*, Vol. 24, No. 1, pp. 6–12, Jan. 2006.
- [11] *Ch — an Embeddable C/C++ Interpreter*, <http://www.softintegration.com>.
- [12] *Embedded Ch*, SoftIntegration, Inc., [http://www.softintegration.com/products/sdk/embedded\\_ch/](http://www.softintegration.com/products/sdk/embedded_ch/).

## Appendix A

# Mobile-C API in the C/C++ Binary Space

The header file **libmc.h** defines all the data types, macros and function prototypes for the Mobile-C library. The header file is used in the C/C++ binary space.

Table A.1: Data types defined in **libmc.h**.

Data Type	Description
<b>MCAgency_t</b>	A handle containing information of an agency.
<b>MCAgent_t</b>	A handle containing information of a mobile agent.
<b>MCAgencyOptions_t</b>	A structure containing information about which thread(s) to be activated and the default agent status specified by a user.

Table A.2: Macros defined in **libmc.h**.

Macro	Description
enum MC_ThreadIndex_e	
<b>MC_THREAD_AI</b>	Identifier for agent initializing thread.
<b>MC_THREAD_AM</b>	Identifier for agent managing thread.
<b>MC_THREAD_CL</b>	Identifier for connection listening thread.
<b>MC_THREAD_MR</b>	Identifier for message receiving thread.
<b>MC_THREAD_MS</b>	Identifier for message sending thread.
<b>MC_THREAD_CP</b>	Identifier for command prompt thread.
<b>MC_THREAD_ALL</b>	Identifier for all threads.
enum MC_Signal_e	
<b>MC_RECV_CONNECTION</b>	Signal activated after an agency accepts a connection.
<b>MC_RECV_MESSAGE</b>	Signal activated after an agency receives an ACL message.
<b>MC_RECV_AGENT</b>	Signal activated after an agency receives a mobile agent.
<b>MC_RECV_RETURN</b>	Signal activated after an agency receives return data from a completed mobile agent.
<b>MC_EXEC_AGENT</b>	Signal activated after a mobile agent is executed.
<b>MC_ALL_SIGNALS</b>	Signal activated after any of the above four events occurs.
enum MC_AgentType_e	
<b>MC_REMOTE_AGENT</b>	Identifier for a remote mobile agent.
<b>MC_LOCAL_AGENT</b>	Identifier for a local mobile agent.
<b>MC_RETURN_AGENT</b>	Identifier for a return mobile agent.
enum MC_AgentStatus_e	
<b>MC_WAIT_CH</b>	Value indicating a mobile agent is waiting to be executed.
<b>MC_WAIT_MESSGSEND</b>	Value indicating a mobile agent is waiting to be exported to another agency.
<b>MC_AGENT_ACTIVE</b>	Value indicating a mobile agent is being executed.
<b>MC_AGENT_NEUTRAL</b>	Value indicating a mobile agent is waiting for an unspecified reason.
<b>MC_AGENT_SUSPENDED</b>	Value indicating a mobile agent is being suspended.
<b>MC_WAIT_FINISHED</b>	Value indicating a mobile agent has been executed and is waiting to be removed.

Table A.3: Functions in the C/C++ binary space.

Function	Description
<b>MC_AclAddReceiver()</b>	Add a receiver to an ACL message.
<b>MC_AclAddReplyTo()</b>	Add a reply-to address to an ACL message.
<b>MC_AclNew()</b>	Allocate a new FIPA ACL message.
<b>MC_AclPost()</b>	Post a FIPA ACL message to an agent's mailbox.
<b>MC_AclReply()</b>	Allocate a new FIPA ACL message automatically addressed to the sender of a previous message.
<b>MC_AclRetrieve()</b>	Retrieve an ACL message from an agent's mailbox.
<b>MC_AclSetContent()</b>	Set the content of an ACL message.
<b>MC_AclSetPerformative()</b>	Set the performative of an ACL message.
<b>MC_AclSetSender()</b>	Set the sender of an ACL message.
<b>MC_AclWaitRetrieve()</b>	Wait for a message to arrive at an agent's mailbox.
<b>MC_AddAgent()</b>	Add a mobile agent into an agency.
<b>MC_Barrier()</b>	Block until all agents in an agency have called this function.
<b>MC_BarrierDelete()</b>	Delete a Mobile-C barrier.
<b>MC_BarrierInit()</b>	Initialize a Mobile-C barrier.
<b>MC_CallAgentFunc()</b>	Call a function defined in an agent.
<b>MC_CallAgentFuncV()</b>	Call a function defined in an agent.
<b>MC_CallAgentFuncVar()</b>	Call a function defined in an agent.
<b>MC_ChInitializeOptions()</b>	Set the initialization options for a Ch to be used as one AEE in an agency.
<b>MC_CondBroadcast()</b>	Wake up all agents/threads waiting on a condition variable.
<b>MC_CondReset()</b>	Reset a Mobile-C condition variable.
<b>MC_CondSignal()</b>	Signal another agent that is waiting on a condition variable.
<b>MC_CondWait()</b>	Cause the calling agent or thread to wait on a Mobile-C condition variable with the ID specified by the argument.
<b>MC_CopyAgent()</b>	Perform a deep copy to copy an agent.
<b>MC_DeleteAgent()</b>	Stop and remove an agent from an agency.
<b>MC_DeregisterService()</b>	Deregister a service with the Directory Facilitator.
<b>MC_End()</b>	Terminate a Mobile-C agency.
<b>MC_FindAgentByID()</b>	Find a mobile agent by its ID number in an agency.
<b>MC_FindAgentByName()</b>	Find a mobile agent by its name in an agency.
<b>MC_GetAgentArrivalTime()</b>	Get the time when an agent arrives an agency.
<b>MC_GetAgentExecEngine()</b>	Get the AEE associated with a mobile agent in an agency.
<b>MC_GetAgentID()</b>	Get the ID of an agent.
<b>MC_GetAgentName()</b>	Get the name of an agent.
<b>MC_GetAgentNumTasks()</b>	Get the number of tasks a mobile agent has.
<b>MC_GetAgentReturnData()</b>	Get the return data of a mobile agent.

Table A.3: Functions in the C/C++ binary space (contd.).

Function	Description
<b>MC_GetAgentStatus()</b>	Get the status of a mobile agent in an agency.
<b>MC_GetAgentType()</b>	Get the type of a mobile agent.
<b>MC_GetAgentXMLString()</b>	Retrieve a mobile agent message in XML format as a character string.
<b>MC_GetAllAgents()</b>	Obtain all the agents in an agency.
<b>MC_HaltAgency()</b>	Halt an agency's operation.
<b>MC_Initialize()</b>	Start a Mobile-C agency and return a handle of the launched agency.
<b>MC_InitializeAgencyOptions()</b>	Initialize Mobile-C options.
<b>MC_LoadAgentFromFile()</b>	Load an agent from an XML file into a local agency.
<b>MC_MainLoop()</b>	Cause the calling thread to wait indefinitely on an agency.
<b>MC_MutexLock()</b>	Lock a previously initialized Mobile-C synchronization variable as a mutex.
<b>MC_MutexUnlock()</b>	Unlock a locked Mobile-C synchronization variable.
<b>MC_PrintAgentCode()</b>	Print a mobile agent code for inspection.
<b>MC_RegisterService()</b>	Register a new service with the Directory Facilitator.
<b>MC_ResetSignal()</b>	Reset the Mobile-C signalling system.
<b>MC_ResumeAgency()</b>	Resume an agency's operation.
<b>MC_RetrieveAgent()</b>	Retrieve the first neutral mobile agent from a mobile agent list.
<b>MC_RetrieveAgentCode()</b>	Retrieve a mobile agent code in the form of a character string.
<b>MC_SearchForService()</b>	Search the Directory Facilitator for a service.
<b>MC_SemaphorePost()</b>	Unlock one resource from a Mobile-C semaphore.
<b>MC_SemaphoreWait()</b>	Allocate one resource from a Mobile-C synchronization semaphore variable.
<b>MC_SendAgentMigrationMessage()</b>	Send an ACL mobile agent message to a remote agency.
<b>MC_SendAgentMigrationMessageFile()</b>	Send an ACL mobile agent message saved as a file to a remote agency.
<b>MC_SendSteerCommand()</b>	Send a command to control a steerable binary space function.
<b>MC_SetAgentStatus()</b>	Set the status of a mobile agent in an agency.
<b>MC_SetDefaultAgentStatus()</b>	Assign a user defined default status to all incoming mobile agents.
<b>MC_SetThreadOff()</b>	Deactivate a thread in an agency.
<b>MC_SetThreadOn()</b>	Activate a thread in an agency.
<b>MC_Steer()</b>	Set up a steerable binary space function.
<b>MC_SteerControl()</b>	Retrieve a steering command from the mobile agent space.
<b>MC_SyncDelete()</b>	Delete a previously initialized synchronization variable.
<b>MC_SyncInit()</b>	Initialize a new synchronization variable.
<b>MC_TerminateAgent()</b>	Terminate the execution of a mobile agent in an agency.
<b>MC_WaitAgent()</b>	Cause the calling thread to wait until a mobile agent is received.
<b>MC_WaitRetrieveAgent()</b>	Block the calling thread until a mobile agent arrives, and return the mobile agent instead of executing it.
<b>MC_WaitSignal()</b>	Block until one of the signals in the second argument is signalled.

---

# MC\_AclAddReceiver()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclAddReceiver(fipa_acl_message_t* acl, const char* name, const char* address );
```

## Purpose

Add a receiver to the ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

- acl* An initialized ACL message.
- name* Sets the name of the receiver.
- address* Sets the address of the receiver.

## Description

This function is used to add a receiver to an ACL message. This function may be called multiple times on an ACL message. each time this function is called, a new receiver is appended to the list of intended receivers for the ACL message.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
```



```

fipa_acl_message_t* tmp;
printf("mobagent2 Creating new ACL message...\n");
tmp = mc_AclNew();

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclSetPerformative(), MC\_AclSetSender(), MC\_AclAddReplyTo(), MC\_AclSetContent()

---

# MC\_AclAddReplyTo()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclAddReplyTo(fipa_acl_message_t* acl, const char* name, const char* address );
```

## Purpose

Add a reply-to address to the ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

- acl* An initialized ACL message.
- name* Sets the name of the reply-to destination.
- address* Sets the address of the reply-to destination.

## Description

This function is used to add a reply-to address to an ACL message. This function may be called multiple times on an ACL message. each time this function is called, a new reply-to address is appended to the list of intended reply-to addresses for the ACL message.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
```

```

{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();

    mc_AclSetPerformative(
        tmp,
        FIPA_INFORM );

    mc_AclSetSender(
        tmp,
        "mobagent2",
        "http://localhost:5052/acc" );

    mc_AclAddReceiver(
        tmp,
        "mobagent1",
        "http://localhost:5051/acc" );

    mc_AclSetContent(
        tmp,
        "This is content. Yay!" );

    printf("mobagent2 sending ACL message...\n");
    mc_AclSend(tmp);

    mc_AclDestroy(tmp);

    /* Now wait for a message to come back */
    tmp = mc_AclWaitRetrieve(mc_current_agent);

    printf("Received a message from %s.\n", tmp->sender->name);
    printf("Content is '%s'.\n", tmp->content->content);

    mc_AclDestroy(tmp);
    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclSetPerformative(), MC\_AclSetSender(), MC\_AclAddReceiver(), MC\_AclSetContent()

---

# MC\_AclNew()

## Synopsis

```
#include <libmc.h>
fipa_acl_message_t* MC_AclNew(void);
```

## Purpose

Create a new, blank ACL message.

## Return Value

Returns a newly allocated ACL message structure or NULL on failure.

**Parameters** None.

## Description

This function allocates and returns a new ACL message. All attributes of the message are set empty values and must be initialized before sending the message.

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();
```

```

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclPost(), MC\_AclReply(), MC\_AclRetrieve(), MC\_AclSend(),  
MC\_AclWaitRetrieve()

---

## MC\_AclPost()

### Synopsis

```
#include <libmc.h>
```

```
int MC_AclPost(MCAgent_t agent, fipa_acl_message_t* message);
```

### Purpose

Post a message directly to an agent's mailbox.

### Return Value

Returns 0 on success, non-zero on failure.

### Parameters

*agent* An initialized mobile agent.

*message* The ACL message to post.

### Description

This function is used to post an ACL message directly to an agent's mailbox. The agent must reside on the same agency as the caller. No forwarding or checking of any fields of the ACL message is performed.

### Example

### See Also

MC\_AclNew(), MC\_AclReply(), MC\_AclRetrieve(), MC\_AclSend(),  
MC\_AclWaitRetrieve()

---

# MC\_AclReply()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclReply(fipa_acl_message_t* acl_message);
```

## Purpose

Automatically generate an ACL message addressed to the sender of an incoming ACL message..

## Return Value

A newly allocated ACL message with the 'receiver' field initialized, or NULL on failure.

## Parameters

*acl\_message* The message to generate a reply to.

## Description

This function is designed to make replying to received ACL messages easier. The function automatically generates a new ACL message with the correct destination address to reach the sender of the original message.

## Example

## See Also

MC\_AclNew(), MC\_AclPost(), MC\_AclRetrieve(), MC\_AclSend(),  
MC\_AclWaitRetrieve()

---

# MC\_AclRetrieve()

## Synopsis

```
#include <libmc.h>
int MC_AclRetrieve(MCAgent_t agent);
```

## Purpose

Retrieve a message from an agent's mailbox.

## Return Value

An ACL message on success, or NULL if no messages are in the mailbox.

## Parameters

*agent* An initialized mobile agent.

## Description

This function is used to retrieve a message from an agent's mailbox. The message are retrieved in FIFO order. If there are no messages in the mailbox, the function will return NULL.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    fipa_acl_message_t* reply;
    printf("Hello World!\n");
```



```

printf("This is mobagent1 from the agency at port 5050.\n");
printf("I am performing the task on the agency at port 5051 now.\n");
printf("%f\n", hypot(1,2));
printf("Now, I am going to wait until I receive a message. Waiting...\n");
tmp = mc_AclWaitRetrieve(mc_current_agent);
printf("mobagent1 Got a message! \n");
printf("Message is from %s\n", tmp->sender->name);
printf("The content is %s\n", tmp->content->content);
printf("Generating a reply message...\n");
reply = mc_AclReply(tmp);
mc_AclSetPerformative(
    reply,
    FIPA_INFORM );
mc_AclSetSender(
    reply,
    "mobagent1",
    "http://localhost:5051/acc" );
mc_AclSetContent(
    reply,
    "This is a reply message." );
printf("Sending message...\n");
mc_AclSend(reply);
mc_AclDestroy(tmp);
mc_AclDestroy(reply);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclNew(), MC\_AclPost(), MC\_AclReply(), MC\_AclSend(),  
MC\_AclWaitRetrieve()

---

# MC\_AclSetContent()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclSetContent(fipa_acl_message_t* acl, const char* name);
```

## Purpose

Set the content on an ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

*acl* An initialized ACL message.

*content* Set the content field of an ACL message.

## Description

This function sets the “content” field of an ACL message.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();
```

```

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclSetPerformative(), MC\_AclSetSender(), MC\_AclAddReceiver(),  
MC\_AclAddReplyTo()

---

# MC\_AclSetPerformative()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclSetPerformative(fipa_acl_message_t* acl, enum fipa_performative_e performative);
```

## Purpose

Set the performative on an ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

*acl* An initialized ACL message.

*performative* The FIPA performative you wish the message to contain.

## Description

This function is used to set the FIPA ACL performative on an ACL message. The performative may be any valid FIPA performative listed in the table below.

Enumerated Value	FIPA Performative
FIPA_ACCEPT_PROPOSAL	accept-proposal
FIPA_AGREE	agree
FIPA_CANCEL	cancel
FIPA_CALL_FOR_PROPOSAL	call-for-proposal
FIPA_CONFIRM	confirm
FIPA_DISCONFIRM	disconfirm
FIPA_FAILURE	failure
FIPA_INFORM	inform
FIPA_INFORM_IF	inform-if
FIPA_INFORM_REF	inform-ref
FIPA_NOT_UNDERSTOOD	not-understood
FIPA_PROPOGATE	propogate
FIPA_PROPOSE	propose
FIPA_PROXY	proxy
FIPA_QUERY_IF	query-if
FIPA_QUERY_REF	query-ref
FIPA_REFUSE	refuse
FIPA_REJECT_PROPOSAL	reject-proposal
FIPA_REQUEST	request
FIPA_REQUEST_WHEN	request-when
FIPA_REQUEST_WHENEVER	request-whenever
FIPA_SUBSCRIBE	subscribe

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
```

```

<MESSAGE message="MOBILE_AGENT">
<MOBILE_AGENT>
  <AGENT_DATA>
    <NAME>mobagent2</NAME>
    <OWNER>IEL</OWNER>
    <HOME>localhost:5050</HOME>
    <TASKS task="1" num="0">
      <TASK num="0" complete="0" server="localhost:5051">
        <DATA dim="0" name="no-return" >
          </DATA>
        </TASK>
      </TASKS>
    <AGENT_CODE>
      <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();

    mc_AclSetPerformative(
        tmp,
        FIPA_INFORM );

    mc_AclSetSender(
        tmp,
        "mobagent2",
        "http://localhost:5052/acc" );

    mc_AclAddReceiver(
        tmp,
        "mobagent1",
        "http://localhost:5051/acc" );

    mc_AclSetContent(
        tmp,
        "This is content. Yay!" );

    printf("mobagent2 sending ACL message...\n");
    mc_AclSend(tmp);

    mc_AclDestroy(tmp);

    /* Now wait for a message to come back */
    tmp = mc_AclWaitRetrieve(mc_current_agent);

    printf("Received a message from %s.\n", tmp->sender->name);
    printf("Content is '%s'.\n", tmp->content->content);

    mc_AclDestroy(tmp);
    return 0;

```

```
}  
    ]]>  
    </AGENT_CODE>  
    </TASKS>  
    </AGENT_DATA>  
    </MOBILE_AGENT>  
    </MESSAGE>  
</MOBILEC_MESSAGE>
```

**See Also**

MC\_AclSetSender(), MC\_AclAddReceiver(), MC\_AclAddReplyTo(),  
MC\_AclSetContent()

---

# MC\_AclSetSender()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclSetSender(fipa_acl_message_t* acl, const char* name, const char* address );
```

## Purpose

Set the sender on an ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

*acl* An initialized ACL message.  
*name* Sets the name of the sender.  
*address* Sets the address of the sender.

## Description

This function is used to allocate and set the “sender” field of an ACL message. If this function is called more than once on an ACL message, the original data in the “sender” field is overwritten.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
<MESSAGE message="MOBILE_AGENT">
  <MOBILE_AGENT>
    <AGENT_DATA>
      <NAME>mobagent2</NAME>
      <OWNER>IEL</OWNER>
      <HOME>localhost:5050</HOME>
      <TASKS task="1" num="0">
        <TASK num="0" complete="0" server="localhost:5051">
          <DATA dim="0" name="no-return" >
            </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
```

```

tmp = mc_AclNew();

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
    ]]>
    </AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEEC_MESSAGE>

```

### See Also

MC\_AclSetPerformative(), MC\_AclAddReceiver(), MC\_AclAddReplyTo(), MC\_AclSetContent()



---

# MC\_AclWaitRetrieve()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AclWaitRetrieve(MCAgent_t agent);
```

## Purpose

Wait until there is a message in an agent's mailbox and retrieve it.

## Return Value

An ACL message on success, or NULL on failure.

## Parameters

*agent* An initialized mobile agent.

## Description

This function is used to wait for activity on an empty mailbox. If this function is called on an empty mailbox, the function will block indefinitely until a message is posted to the mailbox. Once a message is posted, the function will unblock and return the new message.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
```

```

fipa_acl_message_t* reply;
printf("Hello World!\n");
printf("This is mobagent1 from the agency at port 5050.\n");
printf("I am performing the task on the agency at port 5051 now.\n");
printf("%f\n", hypot(1,2));
printf("Now, I am going to wait until I receive a message. Waiting...\n");
tmp = mc_AclWaitRetrieve(mc_current_agent);
printf("mobagent1 Got a message! \n");
printf("Message is from %s\n", tmp->sender->name);
printf("The content is %s\n", tmp->content->content);
printf("Generating a reply message...\n");
reply = mc_AclReply(tmp);
mc_AclSetPerformative(
    reply,
    FIPA_INFORM );
mc_AclSetSender(
    reply,
    "mobagent1",
    "http://localhost:5051/acc" );
mc_AclSetContent(
    reply,
    "This is a reply message." );
printf("Sending message...\n");
mc_AclSend(reply);
mc_AclDestroy(tmp);
mc_AclDestroy(reply);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_AclNew(), MC\_AclPost(), MC\_AclReply(), MC\_AclSend(),  
MC\_AclWaitRetrieve()

---

# MC\_AddAgent()

## Synopsis

```
#include <libmc.h>
```

```
int MC_AddAgent(MCAgency_t agency, MCAgent_t agent);
```

## Purpose

Add a mobile agent into an agency.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agency* An initialized agency handle to add an agent to.

*agent* An initialized mobile agent.

## Description

This function adds a mobile agent to an already running agency.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency1;
    MCAgency_t agency2;
    MCAgencyOptions_t options;
    int i;
    int port1 = 5051;
    int port2 = 5052;

    MCAgent_t agent;
    MCAgent_t agent_copy;

    MC_InitializeAgencyOptions(&options);

    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency1 = MC_Initialize(
        port1,
        &options);
    agency2 = MC_Initialize(
        port2,
```

```
    &options);

while(1) {
    agent = MC_WaitRetrieveAgent(agency1);
    MC_CopyAgent(&agent_copy, agent);
    MC_SetAgentStatus(agent_copy, MC_WAIT_CH);
    MC_AddAgent(agency2, agent_copy);
    MC_ResetSignal(agency1);
}

return 0;
}
```

## **See Also**

---

# MC\_Barrier()

## Synopsis

```
#include <libmc.h>
```

```
int MC_Barrier(MCAgency_t agency, int id);
```

## Purpose

This function blocks the calling thread until all registered threads and agents have been blocked.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found.

## Parameters

*agency* The agency in which to find the barrier to lock.

*id* The id of the barrier to wait on.

## Description

This function is used to synchronize a number of agents and threads. Each barrier is initialized so that it will block the execution of threads and agents until a predetermined number of threads or agents have activated the barrier, at which point all blocked threads and agents will be released simultaneously.

## Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/`.

## See Also

MC\_BarrierDelete(), MC\_BarrierInit().

---

## MC\_BarrierDelete()

### Synopsis

```
#include <libmc.h>
```

```
int MC_BarrierDelete(MCAgency_t agency, int id);
```

### Purpose

This function deletes a previously initialized Mobile-C Barrier variable.

### Return Value

This function returns 0 on success, or non-zero if the id could not be found.

### Parameters

*agency* The agency in which to find the barrier to delete.

*id* The id of the barrier to delete.

### Description

This function deletes a previously initialized variable. Care should be taken when calling this function. If there are any agents or threads blocked by a barrier that is deleted, they may remain blocked forever.

### Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/`.

### See Also

MC\_Barrier(), MC\_BarrierInit().

---

# MC\_BarrierInit()

## Synopsis

```
#include <libmc.h>
```

```
int MC_BarrierInit(MCAgency_t agency, int id, int num_procs);
```

## Purpose

This function initializes a Mobile-C Barrier variable for usage.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found.

## Parameters

<i>agency</i>	The agency in which initialized the barrier.
<i>id</i>	The id of the barrier.
<i>num_procs</i>	The number of threads or agents the barrier will block before continuing.

## Description

This function is used to initialize Mobile-C Barrier variables for usage by the `MC_Barrier()` function.

## Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/` .

## See Also

`MC_Barrier()`, `MC_BarrierDelete()`.

---

## MC\_CallAgentFunc()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CallAgentFunc(MCAgent.t agent, const char* funcName, void* returnVal, ...);
```

### Purpose

This function is used to call a function that is defined in an agent.

### Return Value

This function returns 0 on success, or a non-zero error code on failure.

### Parameters

<i>agent</i>	The agent in which to call a function.
<i>funcName</i>	The function to call.
<i>returnVal</i>	(Output) The return value of the agent function.
...	Arguments to pass to the function.

### Description

This function enables a program to treat agents as libraries of functions. Thus, an agent may provide a library of functions that may be called from binary space with this function, or from another agent by the agent-space version of this function.

### Example

### See Also

MC\_CallAgentFuncVar()



---

## MC\_CallAgentFuncV()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CallAgentFuncV(MCAgent_t agent, const char* funcName, void* returnVal, va_list ap);
```

### Purpose

This function is used to call a function that is defined in an agent.

### Return Value

This function returns 0 on success, or a non-zero error code on failure.

### Parameters

<i>agent</i>	The agent in which to call a function.
<i>funcName</i>	The function to call.
<i>returnVal</i>	(Output) The return value of the agent function.
<i>ap</i>	A C variable argument list to pass to the function.

### Description

This function enables a program to treat agents as libraries of functions. Thus, an agent may provide a library of functions that may be called from binary space with this function, or from another agent by the agent-space version of this function.

### Example

### See Also

MC\_CallAgentFuncVar()

---

## MC\_CallAgentFuncVar()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CallAgentFunc(MCAgent.t agent, const char* funcName, void* returnVal, void* varg);
```

### Purpose

This function is used to call a function that is defined in an agent.

### Return Value

This function returns 0 on success, or a non-zero error code on failure.

### Parameters

<i>agent</i>	The agent in which to call a function.
<i>funcName</i>	The function to call.
<i>returnVal</i>	(Output) The return value of the agent function.
<i>varg</i>	An argument to pass to the function.

### Description

This function enables a program to treat agents as libraries of functions. Thus, an agent may provide a library of functions that may be called from binary space with this function, or from another agent by the agent-space version of this function.

### Example

### See Also

MC\_CallAgentFunc()

---

# MC\_ChInitializeOptions()

## Synopsis

```
#include <libmc.h>
```

```
int MC_ChInitializeOptions(MCAgency_t agency, ChOptions_t *options);
```

## Purpose

Set the initialization options for a Ch to be used as one AEE in an agency.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agency* A Mobile-C Agency.

*options* Options for setting a Ch to be used as one AEE in an agency. **ChOptions\_t** is defined as a structure as the following:

```
typedef struct ChOptions{
    int shelltype;    // shell type
    char *chhome;    // Embedded Ch home directory
} ChOptions_t;
```

## Description

This function sets up a Ch for executing the mobile agent code. The Ch shell type and the startup file to be used are indicated in the argument *options*. If this function is not called, the default value for ChOptions will be used to start up a Ch for running the mobile agent code.

## Example

```
#include <libmc.h>
#include <string.h>
int main() {
    MCAgency_t agency;
    int local_port = 5130;

    /*****
     * A typical home directory of Embedded Ch on Windows would be
     * like "C:/Program Files/Company Name/program/embedch". We used
     * "C:/Ch/toolkit/embedch" for testing purposes.
     *****/
    char embedchhome[] = "C:/Ch/toolkit/embedch";
    ChOptions_t ch_options;

    ch_options.shelltype = CH_REGULARCH;
    ch_options.chhome = malloc(strlen(embedchhome)+1);
    strcpy(ch_options.chhome, embedchhome);

    agency = MC_Initialize(local_port, NULL);
    MC_ChInitializeOptions(agency, &ch_options);
```

```
if(MC_MainLoop(agency) != 0) {  
    MC_End(agency);  
    return -1;  
}  
  
return 0;  
}
```

### **See Also**

---

## MC\_CondBroadcast()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CondBroadcast(MCAgency_t agency, int id);
```

### Purpose

Signal all mobile agents and threads which are waiting on a condition variable.

### Return Value

This function returns 0 if the condition variable is successfully found and signalled. It returns non-zero if the condition variable was not found.

### Parameters

*agency* A Mobile-C agency handle.

*id* The id of the condition variable to signal.

### Description

This function is used to signal all other mobile agents and threads that are waiting on a Mobile-C condition variable. The function that calls **MC\_CondBroadcast()** must know beforehand the id of the condition variable which a mobile agent might be waiting on.

### Example

Please see Program 20 on page 39 and Program 24 on page 43 in Chapter 7.

### See Also

MC\_CondDelete(), MC\_CondInit(), MC\_CondSignal().

---

## MC\_CondReset()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CondReset(MCAgency_t agency, int id);
```

### Purpose

Reset's a Mobile-C condition variable so that it may be used with MC\_CondWait() again.

### Return Value

This function returns 0 upon success or non-zero if the condition variable was not found.

### Parameters

*agency* A Mobile-C agency.

*id* The id of the condition variable to signal.

### Description

This function reset's a Mobile-C condition variable, setting it back to unsignalled status.

### Example

Please see Program 25 on page 44 in Chapter 7.

### See Also

MC\_CondDelete(),

MC\_CondInit(),

MC\_CondSignal(),

MC\_CondReset().

---

## MC\_CondSignal()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CondSignal(int id);
```

### Purpose

Signal another mobile agent which is waiting on a condition variable.

### Return Value

This function returns 0 if the condition variable is successfully found and signalled. It returns non-zero if the condition variable was not found.

### Parameters

*id*        The id of the condition variable to signal.

### Description

This function is used to signal another mobile agent or thread that is waiting on a Mobile-C condition variable. The function that calls **MC\_CondBroadcast()** must know beforehand the id of the condition variable which a mobile agent might be waiting on.

### Example

Please see Program 20 on page 39 and Program 24 on page 43 in Chapter 7.

### See Also

MC\_CondDelete(), MC\_CondInit(), MC\_CondBroadcast().

---

## MC\_CondWait()

### Synopsis

```
#include <libmc.h>
```

```
int MC_CondWait(MCAgency_t agency, int id);
```

### Purpose

Cause the calling mobile agent or thread to wait on a Mobile-C condition variable with the id specified by the argument.

### Return Value

This function returns 0 upon successful wakeup or non-zero if the condition variable was not found.

### Parameters

*agency* A Mobile-C agency.

*id* The id of the condition variable to signal.

### Description

This function blocks until the condition variable on which it is waiting is signalled. If an invalid id is specified, the function returns 1 and does not block. The function is designed to enable synchronization possibilities between threads and mobile agents without using poll-waiting loops.

Note that if the same condition variable is to be used more than once, the function MC\_CondReset() must be called on the condition variable.

### Example

Please see Program 25 on page 44 in Chapter 7.

### See Also

MC\_CondDelete(), MC\_CondInit(), MC\_CondSignal(),  
MC\_CondWait().



---

# MC\_CopyAgent()

## Synopsis

```
#include <libmc.h>
```

```
int MC_CopyAgent(MCAgent_t agent_out, MCAgent_t* agent_in);
```

## Purpose

Copies an agent.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agent\_out* A copied agent.

*agent\_in* The agent to copy.

## Description

This function is used to perform a deep copy on an Mobile-C agent. It is useful in conjunction with functions that retrieve agents from agencies, since those functions only retrieve a reference to the agent: Not a full copy.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency1;
    MCAgency_t agency2;
    MCAgencyOptions_t options;
    int i;
    int port1 = 5051;
    int port2 = 5052;

    MCAgent_t agent;
    MCAgent_t agent_copy;

    MC_InitializeAgencyOptions(&options);

    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency1 = MC_Initialize(
        port1,
        &options);
    agency2 = MC_Initialize(
```

```
    port2,  
    &options);  
  
while(1) {  
    agent = MC_WaitRetrieveAgent(agency1);  
    MC_CopyAgent(&agent_copy, agent);  
    MC_SetAgentStatus(agent_copy, MC_WAIT_CH);  
    MC_AddAgent(agency2, agent_copy);  
    MC_ResetSignal(agency1);  
}  
  
return 0;  
}
```

## **See Also**

---

## MC\_DeleteAgent()

### Synopsis

```
#include <libmc.h>
```

```
int MC_DeleteAgent(MCAgent_t agent);
```

### Purpose

Delete a mobile agent from an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agent* An initialized mobile agent.

### Description

This function halts and marks an agent for removal from an agency. This function completely eliminates the agent, even if the agent has remaining unfinished tasks.

### Example

### See Also

MC\_AddAgent()

---

## MC\_DeregisterService()

### Synopsis

```
#include <libmc.h>
```

```
int MC_DeregisterService(MCAgency_t agency, int agentID, char* serviceName);
```

### Purpose

Deregisters an agent service from an agency Directory Facilitator.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

<i>agency</i>	An initialized agency handle to add an agent to.
<i>agentID</i>	An agent id.
<i>serviceName</i>	The service name to deregister.

### Description

This function is used to deregister a service associated with an agent from an agency. The function searches for a service matching the provided service name and agent id and deregisters it from the Directory Facilitator.

### Example

### See Also

mc\_DeregisterService(), MC\_RegisterService().

---

# MC\_End()

## Synopsis

```
#include <libmc.h>
int MC_End(MCAgency_t agency);
```

## Purpose

Terminate a Mobile-C agency.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agency* A handle to a running agency.

## Description

This function stops all the running threads in an agency and deallocates all the memories regarding an agency.

## Example

```
#include <stdio.h>
#include <stdlib.h>
#include <libmc.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;
    int remote_port = 5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("Mobile-C Started\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(agency,
        "test1.xml",
        "localhost",
        remote_port);
    MC_End(agency);
    exit(0);
}
```

## See Also

---

## MC\_FindAgentByID()

### Synopsis

```
#include <libmc.h>
```

```
MCAgent_t MC_FindAgentByID(MCAgency_t agency, int id);
```

### Purpose

Find a mobile agent by its ID number in a given agency.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*agency* An agency handle.

*id* An integer representing a mobile agent's ID number.

### Description

This function is used to find and retrieve a pointer to an existing running mobile agent in an agency by the mobile agent's ID number.

### Example

This function is equivalent to the agent-space version. Please see the example for `mc_FindAgentByID()` listed on page B on page 205.

### See Also

`MC_FindAgentByName()`

---

## MC\_FindAgentByName()

### Synopsis

```
#include <libmc.h>
```

```
MCAgent_t MC_FindAgentByName(MCAgency_t agency, const char *name);
```

### Purpose

Find a mobile agent by its name in an agency.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*agency* An agency handle.

*name* A character string containing the mobile agent's name.

### Description

This function is used to find and retrieve a pointer to an existing running mobile agent in an agency by the mobile agent's given name.

### Example

### See Also

MC\_FindAgentByID()

---

## MC\_GetAgentArrivalTime()

### Synopsis

```
#include <libmc.h>
```

```
time_t MC_GetAgentArrivalTime(MCAgent_t agent);
```

### Purpose

Get the agent's arrival time.

### Return Value

This function returns a valid `time_t` type variable under unix, or a valid `SYSTEMTIME` type variable under Microsoft Windows.

### Parameters

*agent* An initialized mobile agent.

### Description

Each agent that arrives at an agency keeps a record of the system time at the point at which it arrives. This API function is used to access that data.

### Example

### See Also



---

## MC\_GetAgentExecEngine()

### Synopsis

```
#include <libmc.h>
```

```
ChInterp_t MC_GetAgentExecEngine(MCAgent_t agent);
```

### Purpose

Get the AEE associated with a mobile agent in an agency.

### Return Value

The function returns a Ch interpreter on success and NULL on failure.

### Parameters

*agent* A valid mobile agent.

### Description

This function is used to retrieve a Ch interpreter from a mobile agent. The mobile agent must be a valid mobile agent that has not been terminated at the time of this function call. The Ch interpreter may be used by the Embedded Ch API to execute functions, retrieve data, and other various tasks.

### Example

### See Also

MC\_CallAgentFunc()

---

# MC\_GetAgentID()

## Synopsis

```
#include <libmc.h>
```

```
int MC_GetAgentID(MCAgent_t agent);
```

## Purpose

Get an agent's ID.

## Return Value

This function returns an agent's ID.

## Parameters

*agent* An initialized mobile agent.

## Description

Every agent that arrives at an agency is given an agency-unique identification number. This function retrieves that number.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>service_provider_2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>10.0.0.11:5050</HOME>
        <TASK task="1" num="0">
          <DATA persistent="1"
            number_of_elements="0"
            name="no-return"
            complete="0"
            server="10.0.0.15:5050">
          </DATA>
        <AGENT_CODE>
          <![CDATA[
#define BR_IRGAIN 10
#define fwSpeed 50

int Connections_A[9] = {5, 1, 2, 5, -15, -6, -2, 2, 7};
int Connections_B[9] = {2, -2, -6, -15, 5, 2, 1, 5, 7};

struct Robot {
  int tabsens[9];
  int left_speed;
  int right_speed;
};

int RobotBehaviour(struct Robot *system) {
```

```

long int lspeed16, rspeed16;
int i;

lspeed16 = 0;
rspeed16 = 0;

for(i=0; i<9; i++) {
    lspeed16 -= Connections_B[i] * system->tabsens[i];
    rspeed16 -= Connections_A[i] * system->tabsens[i];
}
system->left_speed = ((lspeed16 / BR_IRGAIN) + fwSpeed);
system->right_speed = ((rspeed16 / BR_IRGAIN) + fwSpeed);

if(system.left_speed > 0 && system.left_speed < 30)
    system.left_speed = 30;
if(system.left_speed < 0 && system.left_speed > -30)
    system.left_speed = -30;
if(system.right_speed > 0 && system.right_speed < 30)
    system.right_speed = 30;
if(system.right_speed < 0 && system.right_speed > -30)
    system.right_speed = -30;

if(system.left_speed > 60 || system.left_speed < -60)
    system.left_speed = 0;
if(system.right_speed > 60 || system.right_speed < -60)
    system.right_speed = 0;

return 0;
}

int main(int argc, char *argv[]) {
    char **service;
    int num = 1, i, agent_id, mutex_id = 55;
    MCAgent_t agent;

    service = (char **)malloc(sizeof(char *)*num);
    for(i=0; i<num; i++) {
        service[i] = (char *)malloc(sizeof(char)*20);
    }
    strcpy(service[0], "RobotBehaviour");

    agent = mc_FindAgentByName("service_provider_1");
    agent_id = mc_GetAgentID(agent);

    mc_MutexLock(mutex_id);
    mc_DeregisterService(agent_id, service[0]);
    mc_RegisterService(mc_current_agent, service, num);
    mc_MutexUnlock(mutex_id);

    printf("Service provider 2 has arrived.\n");
    printf("Services provided:\n");
    for(i=0; i<num; i++) {
        printf("%s\n", service[i]);
    }

    for(i=0; i<num; i++) {
        free(service[i]);
    }
    free(service);
}

```

```
    return 0;
}
    ]]>
    </AGENT_CODE>
</TASK>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>
```

**See Also**

MC\_GetAgentName().

---

## MC\_GetAgentName()

### Synopsis

```
#include <libmc.h>
```

```
int MC_GetAgentName(MCAgent_t agent);
```

### Purpose

Get an agent's name.

### Return Value

This function returns an agent's name.

### Parameters

*agent* An initialized mobile agent.

### Description

This function returns an agent's name. All agents have a self defined descriptive name that may not be unique. This function gets the name of an agent.

### Example

### See Also

MC\_GetAgentID().

---

## MC\_GetAgentNumTasks()

### Synopsis

```
#include <libmc.h>
```

```
int MC_GetAgentNumTasks(MCAgent_t agent);
```

### Purpose

Return the total number of tasks a mobile agent has.

### Return Value

This function returns a non negative integer on success and a negative integer on failure.

### Parameters

*agent* A MobileC agent.

### Description

This function returns the total number of tasks that an agent has. It counts all tasks: those that have been completed, those that are in progress, and those that have not yet started.

### Example

```
int i;
MCAgent_t agent;

/* More code here */

i = MC_GetAgentNumTasks(agent);
printf("The agent has %d tasks.\n", i);
```

The previous piece of code retrieves the number of tasks that an agent has and prints it to standard output.

### See Also

---

## MC\_GetAgentReturnData()

### Synopsis

```
#include <libmc.h>
```

```
int MC_GetAgentReturnData(MCAgent_t agent, int task_num, void** data, int* dim, int** extent);
```

### Purpose

Retrieve the data from a return mobile agent.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

<i>agent</i>	A returning agent.
<i>task_num</i>	The task for which the return data is to be retrieved.
<i>data</i>	A pointer to hold an array of data.
<i>dim</i>	An integer to hold the dimension of the array.
<i>extent</i>	A pointer to hold an array of extents for each dimension of the data array.

### Description

This function is used to retrieve the return data of a mobile agent. Mobile agents may return single data values as well as multidimensional arrays of int, float, or double type. The first two arguments, *agent* and *task\_num*, are input arguments which specify which mobile agent and task for which to retrieve data. The next three arguments are unallocated pointers which are modified by the function. The mobile agent's return data are stored as a single list of values in *data*. The dimension of the array is stored into *dim*, and the size of each dimension is stored into *extent*.

### Example

```
MCAgent_t agent;
MCAgency_t agency;
double *data;
int dim;
int *extent;
int i;
int elem;

/* Agency initialization code here */

agent = MC_FindAgentByName(agency, "ReturnAgent");
MC_GetAgentReturnData(agent, 0, &data, &dim, &extent);
elem = 1;
for(i=0; i<dim; i++) {
    printf("dim %d has %d size.\n", i, extent[i]);
    elem *= extent[i];
}
printf("There are %d total elements in the multidimensional array.\n", elem);
```

The above code prints the dimension and extent of each dimension of the return data held by the agent. It only prints the data of the first task, as indicated by the second argument of function **MC\_GetAgentReturnData()**, which is 0 in this example.

### **See Also**



---

# MC\_GetAgentStatus()

## Synopsis

```
#include <libmc.h>
```

```
int MC_GetAgentStatus(MCAgent_t agent);
```

## Purpose

Get the status of a mobile agent in an agency.

## Return Value

The return value is of an enumerated type, “enum MC\_AgentStatus\_e”. The enum may be seen in Table A.2 on page 60. The values are

0, MC_WAIT_CH :	Mobile agent is currently waiting to be executed.
1, MC_WAIT_MESSGSEND :	Mobile agent is currently waiting to be exported to another agency.
2, MC_AGENT_ACTIVE :	Mobile agent is currently being executed.
3, MC_AGENT_NEUTRAL :	Mobile agent is waiting for an unspecified reason.
4, MC_AGENT_SUSPENDED :	Mobile agent is currently being suspended.
5, MC_WAIT_FINISHED :	Mobile agent has finished execution and is waiting for removal.

## Parameters

*agent* The mobile agent from which to retrieve status information.

## Description

This function gets a mobile agent’s status. The status is used to determine the mobile agent’s current state of execution.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    MCAgent_t agent;
    char *str;
    int i;
    int port=5051;

    MC_InitializeAgencyOptions(&options);

    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off the command prompt */
```

```

    agency = MC_Initialize(
        port,
        &options);
MC_ResetSignal(agency);
    /* Retrieve the first arriving agent */
    /* Note: MC_WaitRetrieveAgent() pauses the agency: We'll need to unpause
    * it later with MC_SignalReset() */
    agent = MC_WaitRetrieveAgent(agency);
if (agent != NULL)
{
printf("The agent status is: %d\n", MC_GetAgentStatus(agent));
printf("This agent has %d task(s).\n", MC_GetAgentNumTasks(agent));
str = MC_GetAgentXMLString(agent);
printf("Agent XML String:\n%s\n", str);
free(str);
str = MC_RetrieveAgentCode(agent);
printf("Agent Code:\n%s\n", str);
free(str);
MC_ResetSignal(agency);
MC_MainLoop(agency);
}
else
printf("Error: returned NULL pointer for agent.\n");

    return 0;
}

```

## See Also

---

# MC\_GetAgentType()

## Synopsis

```
#include <libmc.h>
```

```
enum MC_AgentType_e MC_GetAgentType(MCAgent_t agent);
```

## Purpose

This function blocks until one of a specified number of signals is signalled.

## Return Value

This function returns an enumerated value of type `MC_AgentType_e`.

## Parameters

*agency* A handle associated with a running agency.

*signals* A combination of signals specified by the enum `MC_Signal_e`.

## Description

This function is used to determine the type of agent that input argument 'agent' is. It is useful for use in determining if the agent is an active agent of type 'MOBILE\_AGENT', or a return agent containing return data of type 'RETURN\_AGENT'.

## Example

```
MCAgent_t agent;
enum MC_AgentType_e type;

/* Code here which assign an agent to variable 'agent' */
type = MC_GetAgentType(agent);
switch(type) {
    case MOBILE_AGENT:
        printf("Received a mobile agent.\n");
        break;
    case RETURN_AGENT:
        printf("Received a return agent.\n");
        break;
    default:
        printf("Received an agent of other type.\n");
        break;
}
```

The above code determines whether a mobile agent is a return agent or a normal agent to be executed, and prints the result to the standard output.

## See Also

---

# MC\_GetAgentXMLString()

## Synopsis

```
#include <libmc.h>
```

```
char *MC_GetAgentXMLString(MCAgent_t agent);
```

## Purpose

Retrieve a mobile agent message in XML format as a character string.

## Return Value

The function returns an allocated character array on success and NULL on failure.

## Parameters

*agent* The mobile agent from which to retrieve the XML formatted message.

## Description

This function retrieves a mobile agent message in XML format as a character string. The return pointer is allocated by 'malloc()' and must be freed by the user.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    MCAgent_t agent;
    char *str;
    int i;
    int port=5051;

    MC_InitializeAgencyOptions(&options);

    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off the command prompt */

    agency = MC_Initialize(
        port,
        &options);
    MC_ResetSignal(agency);
    /* Retrieve the first arriving agent */
    /* Note: MC_WaitRetrieveAgent() pauses the agency: We'll need to unpause
     * it later with MC_SignalReset() */
    agent = MC_WaitRetrieveAgent(agency);
    if (agent != NULL)
```

```
{
printf("The agent status is: %d\n", MC_GetAgentStatus(agent));
printf("This agent has %d task(s).\n", MC_GetAgentNumTasks(agent));
str = MC_GetAgentXMLString(agent);
printf("Agent XML String:\n%s\n", str);
free(str);
str = MC_RetrieveAgentCode(agent);
printf("Agent Code:\n%s\n", str);
free(str);
MC_ResetSignal(agency);
MC_MainLoop(agency);
}
else
printf("Error: returned NULL pointer for agent.\n");

    return 0;
}
```

## **See Also**

---

## MC\_GetAllAgents()

### Synopsis

```
#include <libmc.h>
```

```
int MC_GetAllAgents(MCAgency_t agency, MCAgent_t** agents, int* num_agents);
```

### Purpose

Retrieve an array of all agents currently registered on an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agency* An initialized agency handle to get agents from.

*agents* The address of a MCAgent\_t \* type variable.

### Description

This function will allocate and fill an array with handles to agents which currently reside in an agency. All agents will be listed regardless of agent status.

### Example

### See Also

MC\_GetAgent().

---

## MC\_HaltAgency()

### Synopsis

```
#include <libmc.h>
int MC_HaltAgency(MCAgency_t agency);
```

### Purpose

This function halts the execution of an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agency* An initialized agency handle.

### Description

This function halts the primary threads of an agency, such as the ACC, AMS, message handlers, etc. If any thread is busy with a particular task, it will halt as soon as the task is finished. Note that this function does not halt the execution of any agents which may be performing tasks. Agents performing tasks may not rely on the primary Mobile-C threads, such as the ACC, AMS, etc., and thus may not halt upon calling this function.

### Example

### See Also

MC\_ResumeAgency().

---

# MC\_Initialize()

## Synopsis

```
#include <libmc.h>
```

```
MCAgency_t MC_Initialize(int port, MCAgencyOptions_t *options);
```

## Purpose

Start a Mobile-C agency and return a handle of the launched agency.

## Return Value

The function returns an **MCAgency\_t** on success and NULL on failure.

## Parameters

*port* The port number to listen on for incoming mobile agents.

*options* The address of a structure of type **MCAgencyOptions\_t** for specifying which thread(s) to be activated in an agency and setting the default agent status for incoming mobile agents. **MCAgencyOptions\_t** is defined as a structure as the following:

```
typedef struct MCAgencyOptions_s{
    int threads;                /*!< Threads to start */
    int default_agent_status; /*!< Default agent status */
    int modified;              /*!< unused */
    int enable_security;      /*!< security enable flag */

    /* Following are some thread stack size options:
     * unix/pthreads only! */
    int stack_size[MC_THREAD_ALL];
} MCAgencyOptions_t;
```

## Description

**MC\_Initialize()** starts a Mobile-C agency and returns a handle of type **MCAgency\_t** containing the information about the current agency. The first one specifies the port number on which an agency will listen. The second one can specify which thread(s) to be activated in an agency and the default agent status for incoming mobile agents.

## Example

```
#include <stdio.h>
#include <libmc.h>

#ifdef _WIN32
#include <windows.h>
#endif

int main(int argc, char *argv[])
{
    MCAgency_t agency;
```



```
int local_port = 5051;

agency = MC_Initialize(local_port, NULL);

printf("Mobile-C Started\n");

MC_MainLoop(agency);

MC_End(agency);
return 0;
}
```

**See Also**

MC\_End()

---

# MC\_InitializeAgencyOptions()

## Synopsis

```
#include <libmc.h>
```

```
int MC_InitializeAgencyOptions(struct MCAgencyOptions_s* options);
```

## Purpose

Initialize the agency options structure to default values.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*options* An uninitialized reference to a struct MCAgencyOptions\_s type variable.

## Description

This function fills the agency options struct with default values. This function will overwrite any values that have already been set in the struct.

## Example

```
/* mc_sample_app.c
 *
 * This sample program uses the Mobile C library to build
 * a simple command-line driven client/server app.
 *
 * 12/15/2006
 * */

#include <libmc.h>
#include <stdio.h>
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int i;
    int port=5050;

    /* We want _all_ the threads on: including the command
     * prompt thread, which is off by default */

    MC_InitializeAgencyOptions(&options);

    /* Turn on all threads.
     * Note: This is actually not necessary, since they are all on by default,
     * but this code does provide a good example of how to manipulate MobileC
     * threads. */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }

    if (argc == 2) {
        printf("Starting agency listening on port %d.\n",
```

```

        atoi(argv[1]) );
    agency = MC_Initialize(
        atoi(argv[1]),
        &options
    );
} else {
    agency = MC_Initialize(
        port,
        &options);
}

if (argc == 4) {
/* Note: The third argument of the following function may also be a
valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(
        agency,
        (char *)argv[1],
        (char *)argv[2],
        atoi((char *)argv[3]) );
} else {
    printf("To send an xml file on startup, run:\n");
    printf("%s <xml file> <remote host> <remote port>\n", argv[0]);
    printf("\nStarting simple MobileC listen server...\n");

    /* Wait forever... */
    MC_MainLoop(agency);
}
MC_End(agency);
return 0;
}

```

### See Also

MC\_Initialize().

---

# MC\_LoadAgentFromFile()

## Synopsis

```
#include <libmc.h>
```

```
int MC_LoadAgentFromFile(MCAgency_t agency, const char* filename);
```

## Purpose

Add a mobile agent into a local agency from an XML file.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agency* An initialized agency handle to add an agent to.

*filename* An xml file containing a MobileC mobile agent.

## Description

This function adds a mobile agent to an agency. The agent is loaded from an xml file referenced by the *filename* function argument.

## Example

```
#include <stdio.h>
#include <stdlib.h>
#include <libmc.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("Mobile-C Started\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    printf("Sending agent to self...\n");
    MC_LoadAgentFromFile(agency,
        "agent.xml");
    printf("Done.\n");
    MC_MainLoop(agency);
    exit(0);
}
```

## See Also

---

# MC\_MainLoop()

## Synopsis

```
#include <libmc.h>
```

```
int MC_MainLoop(MCAgency_t agency);
```

## Purpose

Cause the calling thread to wait indefinitely on an agency.

## Return Value

If the Mobile-C agency is terminated safely from another thread or agent, the function will return 0. Otherwise, the function will return a non-zero error code.

## Parameters

*agency* A handle associated with a running agency.

## Description

This function will block the calling thread until another thread or agent calls the function `MC_End()` or `mc_End()`, respectively. It must be run on a handle that is attached to an agency that has already been started with the function `MC_Initialize()`. Also note that it is not necessary to call this function to start a valid Mobile-C agency. All agency threads and services are started upon calling `MC_Initialize()`, and `MC_MainLoop()` is generally only used to prevent the main thread from exiting.

## Example

```
#include <stdio.h>
#include <libmc.h>

#ifdef _WIN32
#include <windows.h>
#endif

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    int local_port = 5051;

    agency = MC_Initialize(local_port, NULL);

    printf("Mobile-C Started\n");

    MC_MainLoop(agency);

    MC_End(agency);
    return 0;
}
```

## See Also

---

# MC\_MutexLock()

## Synopsis

```
#include <libmc.h>
```

```
int MC_MutexLock(MCAgency_t agency, int id);
```

## Purpose

This function locks a previously initialized Mobile-C synchronization variable as a mutex. If the mutex is already locked, the function blocks until it is unlocked before locking the mutex and continuing.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found.

## Parameters

*agency* The agency in which to find the synchronization variable to lock.  
*id* The id of the synchronization variable to lock.

## Description

This function locks the mutex part of a Mobile-C synchronization variable. While this is primarily used to guard a shared resource, the behaviour is similar to the standard POSIX mutex locking. Note that although a MobileC synchronization variable may assume the role of a mutex, condition variable, or semaphore, once a Mobile-C synchronization variable is used as a mutex, it should not be used as anything else for the rest of its life cycle.

## Example

Please see Program 23 on page 42 in Chapter 7.

## See Also

MC\_MutexUnlock(), MC\_SyncInit(), MC\_SyncDelete().

---

# MC\_MutexUnlock()

## Synopsis

```
#include <libmc.h>
```

```
int MC_MutexUnlock(MCAgency_t agency, int id);
```

## Purpose

This function unlocks a locked Mobile-C synchronization variable.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found.

## Parameters

*agency* The agency in which to find the synchronization variable to lock.

*id* The id of the synchronization variable to lock.

## Description

This function unlocks a Mobile-C synchronization variable that was previously locked as a mutex. If the mutex is not locked while calling this function, undefined behaviour results. Note that although a Mobile-C may act as a mutex, condition variable, or semaphore, once it has been locked and/or unlocked as a mutex, it should only be used as a mutex for the remainder of its life cycle or unexpected behaviour may result.

## Example

Please see Program 23 on page 42 in Chapter 7.

## See Also

MC\_MutexLock(), MC\_SyncInit(), MC\_SyncDelete().

---

## MC\_PrintAgentCode()

### Synopsis

```
#include <libmc.h>
```

```
int MC_PrintAgentCode(MCAgent_t agent);
```

### Purpose

Print a mobile agent code for inspection.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agent* The mobile agent from which to print the code.

### Description

This function prints the mobile agent code to the standard output.

### Example

### See Also



---

## MC\_RegisterService()

### Synopsis

```
#include <libmc.h>
```

```
int MC_RegisterService(MCAgency_t agency, MCAgent_t agent, int agentID, const char agentName, char** serviceNames, int numServices);
```

### Purpose

Registers an agent service with an agency Directory Facilitator.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agency* An initialized agency handle to add an agent to.  
*agent* (Optional) An initialized mobile agent.  
*agentID* (Optional) An agent id.  
*agentName* (Optional) An agent name.  
*serviceNames* A list of descriptive names for agent services.  
*numServices* The number of services listed in the previous argument.

### Description

This function is used to register agent services with an agency. Among the optional arguments, either a valid agent must be supplied, or both an agent ID and an agent name. Thus, services may be registered to an agent which has not yet arrived at an agency by specifying the ID and name of the agent.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>agent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA persistent="1" dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>

int main()
{
    int i;
```

```

char** services;
services = (char**)malloc(sizeof(char*) * 2);
for (i = 0; i < 2; i++) {
    services[i] = (char*)malloc(sizeof(char)*20);
}
strcpy(services[0], "agent1_service");
strcpy(services[1], "agent1_bonus_service");

mc_RegisterService(
    mc_current_agent,
    services,
    2
);

return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_RegisterService(), MC\_DeregisterService().

---

# MC\_ResetSignal()

## Synopsis

```
#include <libmc.h>
```

```
int MC_ResetSignal(MCAgency_t agency);
```

## Purpose

This function is used to reset the Mobile-C signalling system. It is intended to be used after returning from a call to function **MC\_WaitSignal()**.

## Return Value

This function returns 0 on success and non-zero otherwise.

## Parameters

*agency* A handle to a running agency.

## Description

This function is used to reset the Mobile-C signalling system. System signals are triggered by certain events in the Mobile-C library. This includes events such as the arrival of a new message or mobile agent, and the departure of a mobile agent, etc. If function **MC\_WaitSignal()** is used to listen for one of these events, function **MC\_ResetSignal()** must be called in order to allow Mobile-C to resume with it's operations.

## Example

```
#include <stdio.h>
#include <libmc.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    MCAgent_t agent;
    int dim, *extent;
    double *data;
    int i, j, size;
    int port=5050;
    int remote_port=5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("MobileC Started\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(agency,
        "test.xml",
        "localhost",
        remote_port);

    /* Wait for return-agent arrival signal */
    MC_WaitSignal(agency, MC_RECV_RETURN);
```

```

/* Make sure we caught the correct agent */
agent = MC_FindAgentByName(agency, "mobagent3");
if (agent == NULL) {
    fprintf(stderr, "Did not receive correct agent. \n");
    exit(1);
}

/* Print relevant information */
printf("%d tasks.\n", MC_GetAgentNumTasks(agent) );
for (i = 0; i < MC_GetAgentNumTasks(agent); i++) {
    MC_GetAgentReturnData(
        agent,
        i,
        (void*)&data,
        &dim,
        &extent );
    printf("Task: %d\n", i);
    size = 1;
    printf("dim is %d\n", dim);
    for (j = 0; j < dim; j++) {
        size *= extent[j];
    }
    printf("Size: %d\n", size);
    printf("Data elements: ");
    for (j = 0; j < size; j++) {
        printf("%f ", data[j]);
    }
    printf("\n\n");
    free(data);
    free(extent);
}

/* We must reset the signal that we previously caught with the
 * MC_WaitSignal() function with MC_ResetSignal() */
MC_ResetSignal(agency);

MC_End(agency);
return 0;
}

```

### See Also

MC\_WaitSignal()

---

## MC\_ResumeAgency()

### Synopsis

```
#include <libmc.h>
int MC_ResumeAgency(MCAgency_t agency);
```

### Purpose

This function resumes the execution of an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agency* An initialized agency handle.

### Description

This function resumes the operation of the core threads of the Mobile-C agency, such as the ACC, AMS, etc., after they have been halted by the MC\_HaltAgency () function.

### Example

### See Also

MC\_HaltAgency().

---

## MC\_RetrieveAgent()

### Synopsis

```
#include <libmc.h>
```

```
MCAgent_t MC_RetrieveAgent(MCAgency_t agency);
```

### Purpose

Retrieve the first neutral mobile agent from a mobile agent list.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*agency* An agency handle.

### Description

This function retrieves the first agent with status **MC\_AGENT\_NEUTRAL** from a mobile agent list. If there are no mobile agents with this attribute, the return value is NULL.

### Example

### See Also

---

# MC\_RetrieveAgentCode()

## Synopsis

```
#include <libmc.h>
```

```
char *MC_RetrieveAgentCode(MCAgent_t agent);
```

## Purpose

Retrieve a mobile agent code in the form of a character string.

## Return Value

The function returns an allocated character array on success and NULL on failure.

## Parameters

*agent* The mobile agent from which to retrieve the code.

## Description

This function retrieves a mobile agent code. The return pointer is allocated by 'malloc()' and must be freed by the user.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    MCAgent_t agent;
    char *str;
    int i;
    int port=5051;

    MC_InitializeAgencyOptions(&options);

    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off the command prompt */

    agency = MC_Initialize(
        port,
        &options);
    MC_ResetSignal(agency);
    /* Retrieve the first arriving agent */
    /* Note: MC_WaitRetrieveAgent() pauses the agency: We'll need to unpause
     * it later with MC_SignalReset() */
    agent = MC_WaitRetrieveAgent(agency);
    if (agent != NULL)
```

```
{
printf("The agent status is: %d\n", MC_GetAgentStatus(agent));
printf("This agent has %d task(s).\n", MC_GetAgentNumTasks(agent));
str = MC_GetAgentXMLString(agent);
printf("Agent XML String:\n%s\n", str);
free(str);
str = MC_RetrieveAgentCode(agent);
printf("Agent Code:\n%s\n", str);
free(str);
MC_ResetSignal(agency);
MC_MainLoop(agency);
}
else
printf("Error: returned NULL pointer for agent.\n");

    return 0;
}
```

## **See Also**



---

# MC\_SearchForService()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SearchForService(MCAgency_t agency, char* SearchString, char*** agentNames, char*** serviceNames, int ** agentIDs,int* numResults);
```

## Purpose

Searches the Directory Facilitator for a service.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

- agency* An initialized agency handle.
- searchString* (in) A search substring. All services names registered with the Directory Facilitator with a matching substring will be a hit.
- agentNames* (out) A newly allocated array of agent names of agents that provide services matching the search string.
- serviceNames* (out) A newly allocated array of service names matching the search substring.
- AgentIDs* (out) A newly allocated array of agent IDs of matching agents.
- numServices* (out) The number of services listed in the previous argument.

## Description

This function is used to search the Directory Facilitator for a service. The function will return all services if any part of the service name matches the search string.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>agent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA persistent="1" dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>

int main()
{
```

```

int i;
char **agentNames;
char **serviceNames;
int *agentIDs;
int numResults;

mc_SearchForService(
    "bonus",
    &agentNames,
    &serviceNames,
    &agentIDs,
    &numResults
);
for (i = 0; i < numResults; i++) {
    printf("%s:%d %s\n",
        agentNames[i],
        agentIDs[i],
        serviceNames[i]
    );
}

printf("\n");

return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

**See Also**

MC\_RegisterService(), MC\_DeregisterService().

---

# MC\_SemaphorePost()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SemaphorePost(MCAgency_t agency, int id);
```

## Purpose

This function unlocks one resource from a Mobile-C semaphore, increasing its count by one.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found or on a semaphore error.

## Parameters

*agency* The agency in which to find the synchronization variable to lock.

*id* The id of the synchronization variable to lock.

## Description

**MC\_SemaphorePost** unlocks a resource from a previously allocated and initialized Mobile-C synchronization variable being used as a semaphore. This function may be called multiple times to increase the count of the semaphore up to INT\_MAX. Note that although a Mobile-C synchronization variable may be used as a mutex, condition variable, or semaphore, once it is used as a semaphore, it should only be used as a semaphore for the remainder of its life cycle.

## Example

The MC\_SemaphorePost() function usage is very similar to the other binary space synchronization functions. Please see Chapter 7 on page 36 and the demo at “demos/agent\_semaphore\_example/” for more information.

## See Also

MC\_SemaphoreWait(), MC\_SyncInit(), MC\_SyncDelete().

---

# MC\_SemaphoreWait()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SemaphoreWait(MCAgency_t agency, int id);
```

## Purpose

This function allocates one resource from a Mobile-C synchronization semaphore variable.

## Return Value

This function returns 0 on success, or non-zero if the id could not be found.

## Parameters

*agency* The agency in which to find the synchronization variable to lock.  
*id* The id of the synchronization variable to lock.

## Description

This function allocates one resource from a previously allocated and initialized Mobile-C synchronization semaphore. If the semaphore resource count is non-zero, the resource is immediately allocated. If the semaphore resource count is zero, the function blocks until a resource is freed before allocating a resource and continuing. Note that although a Mobile-C synchronization variable may be used as a mutex, condition variable, or semaphore, once it is used as a semaphore, it should only be used as a semaphore for the remainder of its life cycle.

## Example

The MC\_SemaphorePost() function usage is very similar to the other binary space synchronization functions. Please see Chapter 7 on page 36 for more information.

## See Also

MC\_SemaphorePost(), MC\_SyncInit(), MC\_SyncDelete().

---

# MC\_SendAgentMigrationMessage()

## Synopsis

**#include** <libmc.h>

**int** MC\_SendAgentMigrationMessage(MCAgency\_t *agency*, **char** \**message*, **char** \**hostname*, **int** *port*);

## Purpose

Send an ACL mobile agent message to a remote agency.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

<i>agency</i>	A handle associated with an agency from which to send the ACL mobile agent message. A NULL pointer can be used to send the ACL message from an unspecified agency.
<i>message</i>	The ACL mobile agent message to be sent.
<i>hostname</i>	The hostname of the remote agency. It can be in number-dot format or hostname format, i.e., 169.237.104.199 or machine.ucdavis.edu.
<i>port</i>	The port number on which the remote agency is listening.

## Description

This function is used to send an XML based ACL mobile agent message, which is a string, to a remote agency. This function can be used without a running local agency.

## Example

## See Also

---

# MC\_SendAgentMigrationMessageFile()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SendAgentMigrationMessageFile(MCAgency_t agency, char *filename, char *hostname, int port);
```

## Purpose

Send an ACL mobile agent message saved as a file to a remote agency.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

<i>agency</i>	A handle associated with an agency from which to send the ACL mobile agent message. A NULL pointer can be used to send the ACL message from an unspecified agency.
<i>filename</i>	The ACL mobile agent message file to be sent.
<i>hostname</i>	The hostname of the remote agency. It can be in number-dot format or hostname format, i.e., 169.237.104.199 or machine.ucdavis.edu.
<i>port</i>	The port number on which the remote agency is listening.

## Description

This function is used to send an XML based ACL mobile agent message, which is saved as a file, to a remote agency. This function can be used without a running local agency.

## Example

```
#include <stdio.h>
#include <stdlib.h>
#include <libmc.h>

int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    int port=5050;
    int remote_port = 5051;

    MC_InitializeAgencyOptions(&options);
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */
    agency = MC_Initialize(port, &options);

    printf("Mobile-C Started\n");
    /* Note: The third argument of the following function may also be a
       valid IP address in the form of a string. i.e. 192.168.0.1 */
    MC_SendAgentMigrationMessageFile(agency,
        "test1.xml",
        "localhost",
        remote_port);
    MC_End(agency);
    exit(0);
}
```

**See Also**

---

# MC\_SendSteerCommand()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SendSteerCommand(MCAgency_t agency, enum MC_SteerCommand_e cmd);
```

## Purpose

Send a steering command to a Mobile-C computational steering algorithm.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agency* An initialized agency handle to add an agent to.  
*cmd* The command to send.

## Description

This function sends a steering command to a Mobile-C steerable algorithm.

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>suspend_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5051</HOME>
        <TASKS task="1" num="0">
          <TASK num="0"
            complete="0"
            server="localhost:5050">
            <DATA name="no-return" >
            </DATA>
          </TASK>
        </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main() {
  int mutex_id = 55;
  mc_MutexLock(mutex_id);
  printf("Suspending...\n");
  mc_SendSteerCommand(MC_SUSPEND);
  sleep(10);
  mc_MutexUnlock(mutex_id);
  return 0;
}
]]>
      </AGENT_CODE>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>
```



```
</MESSAGE>  
</MOBILEC_MESSAGE>
```

**See Also**

MC\_Steer(), MC\_SteerControl().

---

# MC\_SetAgentStatus()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SetAgentStatus(MCAgent_t agent, int status);
```

## Purpose

Set the status of a mobile agent in an agency.

## Return Value

This function returns 0 on success and non-zero otherwise.

## Parameters

*agent* The mobile agent whose status is to be assigned.

*status* An integer representing the status to be assigned to a mobile agent.

## Description

This function returns an integer of enumerated type `enum MC_AgentStatus_e`. Details about this enumerated type may be found in Table A.2 on page 60.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency1;
    MCAgency_t agency2;
    MCAgencyOptions_t options;
    int i;
    int port1 = 5051;
    int port2 = 5052;

    MCAgent_t agent;
    MCAgent_t agent_copy;

    MC_InitializeAgencyOptions(&options);

    /* We want _all_ the threads on: EXCEPT, the command prompt thread */
    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency1 = MC_Initialize(
        port1,
        &options);
    agency2 = MC_Initialize(
```

```
    port2,  
    &options);  
  
while(1) {  
    agent = MC_WaitRetrieveAgent(agency1);  
    MC_CopyAgent(&agent_copy, agent);  
    MC_SetAgentStatus(agent_copy, MC_WAIT_CH);  
    MC_AddAgent(agency2, agent_copy);  
    MC_ResetSignal(agency1);  
}  
  
return 0;  
}
```

## **See Also**

---

## MC\_SetDefaultAgentStatus()

### Synopsis

```
#include <libmc.h>
```

```
int MC_SetDefaultAgentStatus(MCAgency_t agency, int status);
```

### Purpose

Set the default status of any incoming mobile agents.

### Return Value

This function returns 0 on success and non-zero otherwise.

### Parameters

*agency* A handle to a running agency.

*status* An integer representing the status to be assigned to any incoming mobile agents as their default status.

### Description

This function is used to set the default agent status for all incoming agents in an agency. By default, every incoming agent is set to status “MC\_WAIT\_CH”, but that may be changed with this function. The agent status is an enumerated type “enum MC\_AgentStatus\_e”, which may be seen in Table A.2 on page 60.

### Example

```
MCAgency_t agency;  
agency = MC_Initialize(5050, NULL);  
MC_SetDefaultAgentStatus(agency, MC_AGENT_NEUTRAL);  
  
/* etc... */
```

### See Also

MC\_GetAgentStatus()

---

# MC\_SetThreadOff()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SetThreadOff(MCAgencyOptions_t *options, enum threadIndex_e thread);
```

## Purpose

Set a particular thread to not execute upon Mobile-C initialization.

## Return Value

This function returns 0 on success and non-zero otherwise.

## Parameters

*options* An allocated MCAgencyOptions.t variable.

*thread* A thread index.

## Description

This function is used to modify the Mobile-C startup options. It is used to disable threads that may otherwise be enabled. The threads which may be modified are

MC_THREAD_AI :	Agent Initializing Thread - Create agent from incoming messages.
MC_THREAD_AM :	Agent Managing Thread - Manage active agents.
MC_THREAD_CL :	Connection Listening Thread - Listen incoming connections.
MC_THREAD_MR :	Message Receiving Thread - Handle incoming connections and receive agent messages.
MC_THREAD_MS :	Message Sending Thread - Handle outgoing connections and send agent messages.
MC_THREAD_CP :	Command Prompt Thread - Handle an interactive user command prompt.

## Example

```
MCAgencyOptions_t options;
MCAgency_t agency;

/* Turn the listen thread off. We will receive our messages
   in another method. */
MC_SetThreadOff(&options, MC_THREAD_AI);

/* Start the agency with no listen thread*/
agency = MC_Initialize(5050, &options);

/* etc ... */
```

## See Also

MC\_SetThreadOn()

---

# MC\_SetThreadOn()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SetThreadOn(MCAgencyOptions_t *options, enum threadIndex_e thread);
```

## Purpose

Sets a particular thread to execute upon Mobile C initialization.

## Return Value

This function returns 0 on success and non-zero otherwise.

## Parameters

*options* An allocated MCAgencyOptions.t variable.

*thread* A thread index.

## Description

This function is used to modify the Mobile-C startup options. It is used to enable threads that may otherwise be disabled. The threads which may be modified are

MC_THREAD_AI :	Agent Initializing Thread - Create agent from incoming messages.
MC_THREAD_AM :	Agent Managing Thread - Manage active agents.
MC_THREAD_CL :	Connection Listening Thread - Listen incoming connections.
MC_THREAD_MR :	Message Receiving Thread - Handle incoming connections and receive agent messages.
MC_THREAD_MS :	Message Sending Thread - Handle outgoing connections and send agent messages.
MC_THREAD_CP :	Command Prompt Thread - Handle an interactive user command prompt.

## Example

```
MCAgencyOptions_t options;
MCAgency_t agency;

/* Turn the command prompt thread on */
MC_SetThreadOn(&options, MC_THREAD_CP);

/* Start the agency with a command prompt on port 5050 */
agency = MC_Initialize(5050, &options);

/* etc ... */
```

## See Also

MC\_SetThreadOff()

---

# MC\_Steer()

## Synopsis

```
#include <libmc.h>
```

```
int MC_Steer(MCAgency_t attr, int (*funcptr)(void* data), void* arg);
```

## Purpose

The MC\_Steer function initialized and runs a function containing an algorithm. The function enables the steering functionality of the algorithm so that it may accept command during runtime to change the execution of the algorithm. For more information, please see the example and the demo located in the demos/steer\_example/ directory.

## Return Value

The function returns 0 on success, or a non-zero error code on failure.

## Description

The MC\_Steer function is designed execute an algorithm in a fashion which enables that algorithm to be steered or modified on-the-fly during runtime. See the demo and the example for more details.

## Example

```
#include <stdio.h>
#include <libmc.h>
#ifdef _WIN32
#include <windows.h>
#endif

int algorithm(void* boo);

int main() {
    MCAgency_t agency;
    int local_port = 5050;
    MCAgencyOptions_t options;

    MC_InitializeAgencyOptions(&options);

    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency = MC_Initialize(local_port, &options);

    printf("Starting algorithm...\n");
    MC_Steer(
        agency,
        &algorithm,
        NULL
    );

    MC_End(agency);
    return 0;
}

int algorithm(void* boo)
```

```
{
    int i=0;
    MC_SteerCommand_t command;
    while(1) {
#ifdef _WIN32
        sleep(1);
#else
        Sleep(1000);
#endif
        printf("%d \n", i);
        i++;
        command = MC_SteerControl();
        if(
            command == MC_RESTART ||
            command == MC_STOP
        )
        {
            return 0;
        }
    }
}
```

### **See Also**

MC\_SteerControl()



---

# MC\_SteerControl()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SteerControl(void);
```

## Purpose

This function is used to enable Mobile-C as a steerable computational platform. See the example following for more information, as well as the demo provided in the directory `demos/steer_example`.

## Return Value

This function returns the current steer command. The command is of type `enum MC_Steer_Command_e`. This enumerated type contains the following definitions:

<code>MC_RUN</code>	Continue the algorithm.
<code>MC_SUSPEND</code>	Pause the algorithm.
<code>MC_RESTART</code>	Restart the algorithm from the beginning.
<code>MC_STOP</code>	Stop the algorithm.

## Description

`MC_SteerControl` controls the execution of an algorithm in binary space. This function is meant to retrieve the current requested command for the algorithm, but it is up to the algorithm implementation to actually implement these behaviours. See the example and the demo for more details.

## Example

```
#include <stdio.h>
#include <libmc.h>
#ifdef _WIN32
#include <windows.h>
#endif

int algorithm(void* boo);

int main() {
    MCAgency_t agency;
    int local_port = 5050;
    MCAgencyOptions_t options;

    MC_InitializeAgencyOptions(&options);

    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off command prompt */

    agency = MC_Initialize(local_port, &options);

    printf("Starting algorithm...\n");
    MC_Steer(
        agency,
        &algorithm,
        NULL
    );

    MC_End(agency);
    return 0;
}
```

```
int algorithm(void* boo)
{
    int i=0;
    MC_SteerCommand_t command;
    while(1) {
#ifdef _WIN32
        sleep(1);
#else
        Sleep(1000);
#endif
        printf("%d \n", i);
        i++;
        command = MC_SteerControl();
        if(
            command == MC_RESTART ||
            command == MC_STOP
        )
        {
            return 0;
        }
    }
}
```

### **See Also**

MC\_Steer()

---

## MC\_SyncDelete()

### Synopsis

```
#include <libmc.h>
```

```
int MC_SyncDelete(int id);
```

### Purpose

Delete a previously initialized synchronization variable.

### Return Value

This function returns 0 on success and nonzero otherwise.

### Parameters

*id*        The id of the condition variable to delete.

### Description

This function is used to delete and deallocate a previously initialized Mobile-C synchronization variable.

### Example

Please see Chapter 7 on synchronization on page 36 for more details about using this function.

### See Also

MC\_SyncInit().

---

# MC\_SyncInit()

## Synopsis

```
#include <libmc.h>
```

```
int MC_SyncInit(MCAgency_t agency, int id);
```

## Purpose

Initialize a new synchronization variable.

## Return Value

This function returns the allocated id of the synchronization variable. Note that the allocated id may not necessarily be the same as the requested id. See the description below for more details.

## Parameters

*agency* The agency in which the new synchronization variable should be initialized.

*id* A requested synchronization variable id. A random id will be assigned if the value passed is 0 or if there is a conflicting id.

## Description

This function initializes a generic Mobile-C synchronization node for use by agents and the agency. Each node contains a mutex, a condition variable, and a semaphore. Upon initialization, each variable is initialized to default values: The mutex is unlocked and the semaphore has a value of zero. Each node may be used as a mutex, condition variable, or semaphore. Though it is possible to use multiple synchronization variables in a single node, this is discouraged as it may lead to unpredictable results.

Each synchronization variable created by this function is effectively global across the agency and therefore must have a unique identifying number. If this function is called requesting an id that is already registered, the function will automatically ignore the requested value and allocate a synchronization variable with a randomly generated id.

## Example

Please see Chapter 7 on synchronization on page 36 for more details about using this function.

## See Also

MC\_CondSignal(), MC\_CondWait(), MC\_MutexLock(), MC\_MutexUnlock(), MC\_SemaphorePost(), MC\_SemaphoreWait(), MC\_SyncDelete().

---

## MC\_TerminateAgent()

### Synopsis

```
#include <libmc.h>
```

```
int MC_TerminateAgent(MCAgent_t agent);
```

### Purpose

Terminate the execution of a mobile agent in an agency.

### Return Value

The function returns 0 on success and an error code on failure.

### Parameters

*agent* A valid mobile agent.

### Description

This function halts a running mobile agent. The Ch interpreter is left intact. The mobile agent may still reside in the agency in MC\_AGENT\_NEUTRAL mode if the mobile agent is tagged as 'persistent', or is terminated and flushed otherwise.

### Example

This function is identical to the agent-space counterpart. Please see the example listed under `mc_TerminateAgent()` on page 237.

### See Also

---

## MC\_WaitAgent()

### Synopsis

```
#include <libmc.h>
```

```
int MC_WaitAgent(MCAgency_t agency);
```

### Purpose

Cause the calling thread to wait until a mobile agent is received.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agency* A handle associated with a running agency.

### Description

This function waits on an agency and wakes up the addition of a new mobile agent to the agency.

### Example

### See Also

---

# MC\_WaitRetrieveAgent()

## Synopsis

```
#include <libmc.h>
```

```
MCAgent_t MC_WaitRetrieveAgent(MCAgency_t agency);
```

## Purpose

Block the calling thread until a mobile agent arrives, and return the mobile agent instead of executing it.

## Return Value

The function returns a mobile agent on success and a NULL on failure.

## Parameters

*agency* A handle associated with a running agency.

## Description

This function waits on an agency and wakes up the addition of a new mobile agent to the agency. It will then remove the mobile agent from the agency and return it.

## Example

```
#include <libmc.h>
#include <stdio.h>
#ifdef _WIN32
#include <windows.h>
#else
#include <unistd.h>
#endif
int main(int argc, char *argv[])
{
    MCAgency_t agency;
    MCAgencyOptions_t options;
    MCAgent_t agent;
    char *str;
    int i;
    int port=5051;

    MC_InitializeAgencyOptions(&options);

    for (i = 0; i < MC_THREAD_ALL; i++) {
        MC_SetThreadOn(&options, i);
    }
    MC_SetThreadOff(&options, MC_THREAD_CP); /* Turn off the command prompt */

    agency = MC_Initialize(
        port,
        &options);
    MC_ResetSignal(agency);
    /* Retrieve the first arriving agent */
    /* Note: MC_WaitRetrieveAgent() pauses the agency: We'll need to unpause
     * it later with MC_SignalReset() */
    agent = MC_WaitRetrieveAgent(agency);
    if (agent != NULL)
```

```
{
printf("The agent status is: %d\n", MC_GetAgentStatus(agent));
printf("This agent has %d task(s).\n", MC_GetAgentNumTasks(agent));
str = MC_GetAgentXMLString(agent);
printf("Agent XML String:\n%s\n", str);
free(str);
str = MC_RetrieveAgentCode(agent);
printf("Agent Code:\n%s\n", str);
free(str);
MC_ResetSignal(agency);
MC_MainLoop(agency);
}
else
printf("Error: returned NULL pointer for agent.\n");

return 0;
}
```

## **See Also**



---

# MC\_WaitSignal()

## Synopsis

```
#include <libmc.h>
```

```
int MC_WaitSignal(MCAgency_t agency, int signals);
```

## Purpose

This function is used to block the execution of a Mobile-C library application until the event of a signal.

## Return Value

This function returns 0 on success and non-zero otherwise.

## Parameters

*agency* A handle to a running agency.

*signals* A bitwise-or combination of signals to wait on.

## Description

This function is used to block the execution of an application using the Mobile-C library until a given signal is received as specified by the parameter *signals*. Currently implemented signals that may be waited on are:

MC_RECV_CONNECTION :	Continue after a connection is initialized.
MC_RECV_MESSAGE :	Continue after a message is received.
MC_RECV_AGENT :	Continue after an agent is received.
MC_RECV_RETURN:	Continue after return data is received.
MC_EXEC_AGENT :	Continue after an agent is finished executing.
MC_ALL_SIGNALS :	Continue after any one of the above events occurs.

In order to wait on a custom combination of signals, the bitwise 'or operator' may be used to specify combinations of signals.

## Example

```
/* More code here. */

/* Now we wait until we receive a message or mobile agent. */
MC_WaitSignal(agency, RECV_MESSAGE | RECV_AGENT);

/* At this point, a message or mobile agent has been received. */

/* Perform operations on the new message or mobile agent here. */

/* Resume the Mobile-C library */
MC_ResetSignal(agency);

/* More code here. */
```

The above piece of code blocks execution until either a `RECV_MESSAGE` or a `RECV_AGENT` event occurs. The function `MC_ResetSignal()` must be invoked at some point after returning from `MC_WaitSignal()` in order for Mobile-C to resume normal operations.

**See Also**

`MC_ResetSignal()`

## Appendix B

# Mobile-C API in the C/C++ Script Space

The prototypes of Mobile-C functions used in the C/C++ script space are declared in **agent.c**. Furthermore, a number of enumerations, data types, and special variables are declared in **agent.c** for each agent interpreter by the agency. These enums, data types, special variables, and functions are all considered “built-in” in the mobile agent space as no header file or extra code is needed to access them. They are declared through Embedded Ch functions, **Ch\_DeclareFunc()**, **Ch\_DeclareVar()** and **Ch\_DeclareTypedef()** [12]. Note that the C/C++ script space is also referred to the mobile agent space in this user’s guide.

All enumerations and special variables may be found in Tables B.1, B.2 and B.3, respectively. The defined data type and function prototypes are listed in Tables B.4 and B.5, respectively. **agent.c** can be found in directories ‘src’.

Table B.1: enum MC\_SteerCommand\_e : This enumerated type lists commands that may be used with the mc\_SendSteerCommand() function.

Data Type	Description
MC_RUN	Start/continue an algorithm.
MC_SUSPEND	Pause an algorithm.
MC_RESTART	Restart an algorithm for initial values.
MC_STOP	Stop an algorithm.

Table B.2: enum mc\_AgentStatus\_e: This enumerated type defines the current execution state of a mobile agent.

0 , MC_WAIT_CH :	Mobile agent is currently waiting to be executed.
1 , MC_WAIT_MESSGSEND :	Mobile agent is currently waiting to be exported to another agency.
2 , MC_AGENT_ACTIVE :	Mobile agent is currently being executed.
3 , MC_AGENT_NEUTRAL :	Mobile agent is waiting for an unspecified reason.
4 , MC_AGENT_SUSPENDED :	Mobile agent is currently being suspended.
5 , MC_WAIT_FINISHED :	Mobile agent has finished execution and is waiting for removal.

Table B.3: A table of pre-defined agent-space variables. These are considered 'built-in' in agent space as no additional header file is required to access these variables.

Variable Name	Description
int mc_agent_id	Holds the unique integer id assigned by the Agency to the agent.
char mc_agent_name[]	Holds the agent's name.
void* mc_current_agent	Holds a pointer itself.
char mc_host_name[]	Holds the agency's hostname.
int mc_host_port	Holds the port of the current agency.
int mc_task_progress	Contains the current task number of the agent.
int mc_num_tasks	Contains the total number of tasks an agent has.

Table B.4: Data type for functions in the C/C++ script space.

Data Type	Description
<b>MCAgent_t</b>	A void pointer for a mobile agent.

Table B.5: Functions in the C/C++ script space.

Function	Description
<b>mc_AclAddReceiver()</b>	Add a receiver to a FIPA ACL message.
<b>mc_AclAddReplyTo()</b>	Add a reply-to address to a FIPA ACL message.
<b>mc_AclNew()</b>	Allocate a new empty FIPA ACL message.
<b>mc_AclPost()</b>	Post a FIPA ACL message.
<b>mc_AclReply()</b>	Generate a reply to a FIPA ACL message.
<b>mc_AclRetrieve()</b>	Retrieve a FIPA ACL message from the mailbox.
<b>mc_AclSend()</b>	Send a FIPA ACL message.
<b>mc_AclSetContent()</b>	Set the content of a FIPA ACL message.
<b>mc_AclSetPerformative()</b>	Set the performative of a FIPA ACL message.
<b>mc_AclSetSender()</b>	Set the sender of a FIPA ACL message.
<b>mc_AclWaitRetrieve()</b>	Wait for the arrival of a new FIPA ACL message.
<b>mc_AddAgent()</b>	Add a mobile agent into an agency.
<b>mc_AgentVariableSave()</b>	Save a variable to an agent's datastate.
<b>mc_AgentVariableRetrieve()</b>	Retrieve a previously saved variable.
<b>mc_Barrier()</b>	Block until all agents in an agency have called this function.
<b>mc_BarrierDelete()</b>	Delete a Mobile-C barrier.
<b>mc_BarrierInit()</b>	Initialize a Mobile-C barrier.
<b>mc_CallAgentFunc()</b>	Call a function defined in an agent.
<b>mc_CondBroadcast()</b>	Wake up all agents/threads waiting on a condition variable.
<b>mc_CondReset()</b>	Reset a Mobile-C condition variable.
<b>mc_CondSignal()</b>	Signal another agent that is waiting on a condition variable.
<b>mc_CondWait()</b>	Cause the calling agent or thread to wait on a Mobile C condition variable with the ID specified by the argument.
<b>mc_DeleteAgent()</b>	Stop and remove an agent from an agency.
<b>mc_DeregisterService()</b>	Deregister a service with the Directory Facilitator.
<b>mc_End()</b>	Terminate a Mobile-C agency.
<b>mc_FindAgentByID()</b>	Find a mobile agent by its ID in an agency.
<b>mc_FindAgentByName()</b>	Find a mobile agent by its name in an agency.
<b>mc_GetAgentArrivalTime()</b>	Get the time when an agent arrives an agency.
<b>mc_GetAgentExecEngine()</b>	Get the AEE associated with a mobile agent in an agency.
<b>mc_GetAgentID()</b>	Get the ID of an agent.
<b>mc_GetAgentName()</b>	Get the name of an agent.

Table B.5: Functions in the C/C++ script space (contd.).

Function	Description
<b>mc_ResumeAgency()</b>	Resume an agency's operation.
<b>mc_RetrieveAgent()</b>	Retrieve the first neutral mobile agent from the mobile agent list.
<b>mc_RetrieveAgentCode()</b>	Retrieve a mobile agent code in the form of a character string.
<b>mc_SearchForService()</b>	Search the Directory Facilitator for a service.
<b>mc_SemaphorePost()</b>	Unlock one resource from a Mobile-C semaphore.
<b>mc_SemaphoreWait()</b>	Allocate one resource from a Mobile-C synchronization semaphore variable.
<b>mc_SendAgentMigrationMessage()</b>	Send an ACL mobile agent message to a remote agency.
<b>mc_SendAgentMigrationMessageFile()</b>	Send an ACL mobile agent message saved as a file to a remote agency.
<b>mc_SendSteerCommand()</b>	Send a command to control a steerable binary space function.
<b>mc_SetAgentStatus()</b>	Set the status of a mobile agent in an agency.
<b>mc_SetDefaultAgentStatus()</b>	Assign a user defined default status to all incoming mobile agents.
<b>mc_SyncDelete()</b>	Delete a previously initialized synchronization variable.
<b>mc_SyncInit()</b>	Initialize a new synchronization variable.
<b>mc_TerminateAgent()</b>	Terminate the execution of a mobile agent in an agency.
<b>mc_GetAgentNumTasks()</b>	Get the number of tasks a mobile agent has.
<b>mc_GetAgentReturnData()</b>	Get the return data of a mobile agent.
<b>mc_GetAgentStatus()</b>	Get the status of a mobile agent in an agency.
<b>mc_GetAgentType()</b>	Get the type of a mobile agent.
<b>mc_GetAgentXMLString()</b>	Retrieve a mobile agent message in XML format as a character string.
<b>mc_GetAllAgents()</b>	Obtain all the agents in an agency.
<b>mc_HaltAgency()</b>	Halt an agency's operation.
<b>mc_MutexLock()</b>	Lock a previously initialized Mobile-C synchronization variable as a mutex.
<b>mc_MutexUnlock()</b>	Unlock a locked Mobile-C synchronization variable.
<b>mc_PrintAgentCode()</b>	Print a mobile agent code for inspection.
<b>mc_RegisterService()</b>	Register a new service with the Directory Facilitator.

---

## mc\_AclAddReceiver()

### Synopsis

```
int mc_AclAddReceiver(fipa_acl_message_t* acl, const char* name, const char* address );
```

### Purpose

Add a receiver to the ACL message.

### Return Value

Returns 0 on success or non-zero on failure.

### Parameters

- acl* An initialized ACL message.
- name* Sets the name of the receiver.
- address* Sets the address of the receiver.

### Description

This function is used to add a receiver to an ACL message. This function may be called multiple times on an ACL message. each time this function is called, a new receiver is appended to the list of intended receivers for the ACL message.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
<MESSAGE message="MOBILE_AGENT">
  <MOBILE_AGENT>
    <AGENT_DATA>
      <NAME>mobagent2</NAME>
      <OWNER>IEL</OWNER>
      <HOME>localhost:5050</HOME>
      <TASKS task="1" num="0">
        <TASK num="0" complete="0" server="localhost:5051">
          <DATA dim="0" name="no-return" >
            </DATA>
          </TASK>
        <AGENT_CODE>
          <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
```

```

tmp = mc_AclNew();

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
    ]]>
    </AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEEC_MESSAGE>

```

### See Also

[mc\\_AclSetPerformative\(\)](#), [mc\\_AclSetSender\(\)](#), [mc\\_AclAddReplyTo\(\)](#),  
[mc\\_AclSetContent\(\)](#)



---

# mc\_AclAddReplyTo()

## Synopsis

```
#include <libmc.h>
```

```
int mc_AclAddReplyTo(fipa_acl_message_t* acl, const char* name, const char* address );
```

## Purpose

Add a reply-to address to the ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

- acl* An initialized ACL message.
- name* Sets the name of the reply-to destination.
- address* Sets the address of the reply-to destination.

## Description

This function is used to add a reply-to address to an ACL message. This function may be called multiple times on an ACL message. each time this function is called, a new reply-to address is appended to the list of intended reply-to addresses for the ACL message.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
```

```

{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();

    mc_AclSetPerformative(
        tmp,
        FIPA_INFORM );

    mc_AclSetSender(
        tmp,
        "mobagent2",
        "http://localhost:5052/acc" );

    mc_AclAddReceiver(
        tmp,
        "mobagent1",
        "http://localhost:5051/acc" );

    mc_AclSetContent(
        tmp,
        "This is content. Yay!" );

    printf("mobagent2 sending ACL message...\n");
    mc_AclSend(tmp);

    mc_AclDestroy(tmp);

    /* Now wait for a message to come back */
    tmp = mc_AclWaitRetrieve(mc_current_agent);

    printf("Received a message from %s.\n", tmp->sender->name);
    printf("Content is '%s'.\n", tmp->content->content);

    mc_AclDestroy(tmp);
    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_AclSetPerformative(), mc\_AclSetSender(), mc\_AclAddReceiver(), mc\_AclSetContent()

---

## mc\_AclNew()

### Synopsis

```
#include <libmc.h>
fipa_acl_message_t* mc_AclNew(void);
```

### Purpose

Create a new, blank ACL message.

### Return Value

Returns a newly allocated ACL message structure or NULL on failure.

**Parameters** None.

### Description

This function allocates and returns a new ACL message. All attributes of the message are set empty values and must be initialized before sending the message.

### Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();
```

```

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

[mc\\_AclPost\(\)](#), [mc\\_AclReply\(\)](#), [mc\\_AclRetrieve\(\)](#), [mc\\_AclSend\(\)](#),  
[mc\\_AclWaitRetrieve\(\)](#)

---

## mc\_AclPost()

### Synopsis

```
#include <libmc.h>
```

```
int mc_AclPost(mcAgent_t agent, fipa_acl_message_t* message);
```

### Purpose

Post a message directly to an agent's mailbox.

### Return Value

Returns 0 on success, non-zero on failure.

### Parameters

*agent* An initialized mobile agent.

*message* The ACL message to post.

### Description

This function is used to post an ACL message directly to an agent's mailbox. The agent must reside on the same agency as the caller. No forwarding or checking of any fields of the ACL message is performed.

### Example

### See Also

mc\_AclNew(), mc\_AclReply(), mc\_AclRetrieve(), mc\_AclSend(),  
mc\_AclWaitRetrieve()

---

## mc\_AclReply()

### Synopsis

```
#include <libmc.h>
```

```
int mc_AclReply(fipa_acl_message_t* acl_message);
```

### Purpose

Automatically generate an ACL message addressed to the sender of an incoming ACL message..

### Return Value

A newly allocated ACL message with the 'receiver' field initialized, or NULL on failure.

### Parameters

*acl\_message* The message to generate a reply to.

### Description

This function is designed to make replying to received ACL messages easier. The function automatically generates a new ACL message with the correct destination address to reach the sender of the original message.

### Example

### See Also

mc\_AclNew(), mc\_AclPost(), mc\_AclRetrieve(), mc\_AclSend(),  
mc\_AclWaitRetrieve()

---

# mc\_AclRetrieve()

## Synopsis

```
#include <libmc.h>
```

```
int mc_AclRetrieve(MCAgent_t agent);
```

## Purpose

Retrieve a message from an agent's mailbox.

## Return Value

An ACL message on success, or NULL if no messages are in the mailbox.

## Parameters

*agent* An initialized mobile agent.

## Description

This function is used to retrieve a message from an agent's mailbox. The message are retrieved in FIFO order. If there are no messages in the mailbox, the function will return NULL.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    fipa_acl_message_t* reply;
    printf("Hello World!\n");
```

```

printf("This is mobagent1 from the agency at port 5050.\n");
printf("I am performing the task on the agency at port 5051 now.\n");
printf("%f\n", hypot(1,2));
printf("Now, I am going to wait until I receive a message. Waiting...\n");
tmp = mc_AclWaitRetrieve(mc_current_agent);
printf("mobagent1 Got a message! \n");
printf("Message is from %s\n", tmp->sender->name);
printf("The content is %s\n", tmp->content->content);
printf("Generating a reply message...\n");
reply = mc_AclReply(tmp);
mc_AclSetPerformative(
    reply,
    FIPA_INFORM );
mc_AclSetSender(
    reply,
    "mobagent1",
    "http://localhost:5051/acc" );
mc_AclSetContent(
    reply,
    "This is a reply message." );
printf("Sending message...\n");
mc_AclSend(reply);
mc_AclDestroy(tmp);
mc_AclDestroy(reply);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_AclNew(), mc\_AclPost(), mc\_AclReply(), mc\_AclSend(),  
mc\_AclWaitRetrieve()



---

# mc\_AclSend()

## Synopsis

```
#include <libmc.h>
```

```
int mc_AclSend(MCAgency_t attr, fipa_acl_message_t* acl);
```

## Purpose

Send an ACL message.

## Return Value

Returns 0 on success, non-zero on failure.

## Parameters

*attr* An initialized Mobile-C agency handle.

*message* The ACL message to send.

## Description

This function will compose a fully compliant FIPA Acl message and send it to the destinations as specified by the 'receiver' field of the acl message. The function also creates a FIPA compliant xml envelope which is attached to the message. The message is sent using the FIPA compliant HTTP Message Transport Protocol.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
```

```

fipa_acl_message_t* tmp;
printf("mobagent2 Creating new ACL message...\n");
tmp = mc_AclNew();

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_AclNew(), mc\_AclPost(), mc\_AclReply(), mc\_AclRetrieve(), mc\_AclWaitRetrieve()

---

## mc\_AclSetContent()

### Synopsis

```
#include <libmc.h>
```

```
int mc_AclSetContent(fipa_acl_message_t* acl, const char* name);
```

### Purpose

Set the content on an ACL message.

### Return Value

Returns 0 on success or non-zero on failure.

### Parameters

*acl* An initialized ACL message.  
*content* Set the content field of an ACL message.

### Description

This function sets the “content” field of an ACL message.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();
```

```

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

[mc\\_AclSetPerformative\(\)](#), [mc\\_AclSetSender\(\)](#), [mc\\_AclAddReceiver\(\)](#),  
[mc\\_AclAddReplyTo\(\)](#)

---

# mc\_AclSetPerformative()

## Synopsis

**#include** <libmc.h>

**int mc\_AclSetPerformative**(fipa\_acl\_message\_t\* acl, enum fipa\_performative\_e performative);

## Purpose

Set the performative on an ACL message.

## Return Value

Returns 0 on success or non-zero on failure.

## Parameters

*acl* An initialized ACL message.

*performative* The FIPA performative you wish the message to contain.

## Description

This function is used to set the FIPA ACL performative on an ACL message. The performative may be any valid FIPA performative listed in the table below.

Enumerated Value	FIPA Performative
FIPA_ACCEPT_PROPOSAL	accept-proposal
FIPA_AGREE	agree
FIPA_CANCEL	cancel
FIPA_CALL_FOR_PROPOSAL	call-for-proposal
FIPA_CONFIRM	confirm
FIPA_DISCONFIRM	disconfirm
FIPA_FAILURE	failure
FIPA_INFORM	inform
FIPA_INFORM_IF	inform-if
FIPA_INFORM_REF	inform-ref
FIPA_NOT_UNDERSTOOD	not-understood
FIPA_PROPOGATE	propogate
FIPA_PROPOSE	propose
FIPA_PROXY	proxy
FIPA_QUERY_IF	query-if
FIPA_QUERY_REF	query-ref
FIPA_REFUSE	refuse
FIPA_REJECT_PROPOSAL	reject-proposal
FIPA_REQUEST	request
FIPA_REQUEST_WHEN	request-when
FIPA_REQUEST_WHENEVER	request-whenever
FIPA_SUBSCRIBE	subscribe

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
```

```

<MESSAGE message="MOBILE_AGENT">
<MOBILE_AGENT>
  <AGENT_DATA>
    <NAME>mobagent2</NAME>
    <OWNER>IEL</OWNER>
    <HOME>localhost:5050</HOME>
    <TASKS task="1" num="0">
      <TASK num="0" complete="0" server="localhost:5051">
        <DATA dim="0" name="no-return" >
          </DATA>
        </TASK>
      </TASKS>
    <AGENT_CODE>
      <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
    tmp = mc_AclNew();

    mc_AclSetPerformative(
        tmp,
        FIPA_INFORM );

    mc_AclSetSender(
        tmp,
        "mobagent2",
        "http://localhost:5052/acc" );

    mc_AclAddReceiver(
        tmp,
        "mobagent1",
        "http://localhost:5051/acc" );

    mc_AclSetContent(
        tmp,
        "This is content. Yay!" );

    printf("mobagent2 sending ACL message...\n");
    mc_AclSend(tmp);

    mc_AclDestroy(tmp);

    /* Now wait for a message to come back */
    tmp = mc_AclWaitRetrieve(mc_current_agent);

    printf("Received a message from %s.\n", tmp->sender->name);
    printf("Content is '%s'.\n", tmp->content->content);

    mc_AclDestroy(tmp);
    return 0;

```

```
}  
    ]]>  
    </AGENT_CODE>  
    </TASKS>  
    </AGENT_DATA>  
    </MOBILE_AGENT>  
    </MESSAGE>  
</MOBILEC_MESSAGE>
```

**See Also**

`mc_AclSetSender()`, `mc_AclAddReceiver()`, `mc_AclAddReplyTo()`,  
`mc_AclSetContent()`

---

## mc\_AclSetSender()

### Synopsis

```
#include <libmc.h>
```

```
int mc_AclSetSender(fipa_acl_message_t* acl, const char* name, const char* address );
```

### Purpose

Set the sender on an ACL message.

### Return Value

Returns 0 on success or non-zero on failure.

### Parameters

*acl* An initialized ACL message.  
*name* Sets the name of the sender.  
*address* Sets the address of the sender.

### Description

This function is used to allocate and set the “sender” field of an ACL message. If this function is called more than once on an ACL message, the original data in the “sender” field is overwritten.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
    printf("mobagent2 Creating new ACL message...\n");
```



```

tmp = mc_AclNew();

mc_AclSetPerformative(
    tmp,
    FIPA_INFORM );

mc_AclSetSender(
    tmp,
    "mobagent2",
    "http://localhost:5052/acc" );

mc_AclAddReceiver(
    tmp,
    "mobagent1",
    "http://localhost:5051/acc" );

mc_AclSetContent(
    tmp,
    "This is content. Yay!" );

printf("mobagent2 sending ACL message...\n");
mc_AclSend(tmp);

mc_AclDestroy(tmp);

/* Now wait for a message to come back */
tmp = mc_AclWaitRetrieve(mc_current_agent);

printf("Received a message from %s.\n", tmp->sender->name);
printf("Content is '%s'.\n", tmp->content->content);

mc_AclDestroy(tmp);
return 0;
}
    ]]>
    </AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEEC_MESSAGE>

```

### See Also

[mc\\_AclSetPerformative\(\)](#), [mc\\_AclAddReceiver\(\)](#), [mc\\_AclAddReplyTo\(\)](#),  
[mc\\_AclSetContent\(\)](#)

---

## mc\_AclWaitRetrieve()

### Synopsis

```
#include <libmc.h>
```

```
int mc_AclWaitRetrieve(mcAgent_t agent);
```

### Purpose

Wait until there is a message in an agent's mailbox and retrieve it.

### Return Value

An ACL message on success, or NULL on failure.

### Parameters

*agent* An initialized mobile agent.

### Description

This function is used to wait for activity on an empty mailbox. If this function is called on an empty mailbox, the function will block indefinitely until a message is posted to the mailbox. Once a message is posted, the function will unblock and return the new message.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          <AGENT_CODE>
            <![CDATA[
//#include <stdio.h>
#ifdef _WIN32_
#pragma package "/usr/local/ch/package/mobilec"
#else
#pragma package "C:\\ch\\package\\mobilec"
#endif

#include <math.h>
#include <fipa_acl.h>
int main()
{
    fipa_acl_message_t* tmp;
```

```

fipa_acl_message_t* reply;
printf("Hello World!\n");
printf("This is mobagent1 from the agency at port 5050.\n");
printf("I am performing the task on the agency at port 5051 now.\n");
printf("%f\n", hypot(1,2));
printf("Now, I am going to wait until I receive a message. Waiting...\n");
tmp = mc_AclWaitRetrieve(mc_current_agent);
printf("mobagent1 Got a message! \n");
printf("Message is from %s\n", tmp->sender->name);
printf("The content is %s\n", tmp->content->content);
printf("Generating a reply message...\n");
reply = mc_AclReply(tmp);
mc_AclSetPerformative(
    reply,
    FIPA_INFORM );
mc_AclSetSender(
    reply,
    "mobagent1",
    "http://localhost:5051/acc" );
mc_AclSetContent(
    reply,
    "This is a reply message." );
printf("Sending message...\n");
mc_AclSend(reply);
mc_AclDestroy(tmp);
mc_AclDestroy(reply);
return 0;
}

]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

**See Also**

mc\_AclNew(), mc\_AclPost(), mc\_AclReply(), mc\_AclSend(),  
mc\_AclWaitRetrieve()

---

## mc\_AddAgent()

### Synopsis

```
int mc_AddAgent(MCAgent_t agent);
```

### Purpose

Add a mobile agent into an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agent* An initialized mobile agent.

### Description

This function adds a mobile agent to an agency.

### Example

Please see the example for MC\_AddAgent() on page 82.

### See Also

---

## mc\_AgentVariableRetrieve()

### Synopsis

```
void* mc_AgentVariableSave(MCAgent_t agent, const char* variable_name, int task_num);
```

### Purpose

Retrieve a previously saved variable from the agent's datastate.

### Return Value

A pointer to the data on success, or NULL on failure.

### Parameters

<i>agent</i>	The agent for which to save a variable. From agent space, this value will typically be <code>mc_current_agent</code> , which is a special variable that is an agent's handle to itself.
<i>variable_name</i>	The name of the variable to save.
<i>task_num</i>	The task from which to retrieve the data.

### Description

This function is used to retrieve previously saved variables from an agent's datastate. The task number of the agent from which to retrieve data must be specified, and must be less than the number of the agent's current task.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
<MESSAGE message="MOBILE_AGENT">
  <MOBILE_AGENT>
    <AGENT_DATA>
      <NAME>mobagent1</NAME>
      <OWNER>IEL</OWNER>
      <HOME>localhost:5050</HOME>
      <TASKS task="2" num="0">
        <TASK num="0" complete="0" server="localhost:5051" code_id="1" />
        <TASK num="1" complete="0" server="localhost:5050" code_id="2" />
      <AGENT_CODE id="1">
        <![CDATA[
//#include <stdio.h>
#include <math.h>
int savevar;
int another_savevar;
int array_savevar[10];
int main()
{
  int i;
  printf("Hello World!\n");
  printf("This is mobagent1 from the agency at port 5050.\n");
  printf("I am performing the task on the agency at port 5051 now.\n");
  printf("%f\n", hypot(1,2));
  savevar = 10;
  another_savevar = 20;
  mc_AgentVariableSave(mc_current_agent, "savevar");
```

```

mc_AgentVariableSave(mc_current_agent, "another_savevar");
for(i = 0; i < 10; i++) {
    array_savevar[i] = i*3;
}
mc_AgentVariableSave(mc_current_agent, "array_savevar");
return 0;
}
]]>
</AGENT_CODE>
<AGENT_CODE id="2">
<![CDATA[
#include <stdio.h>
int retvar;
int main()
{
    const int *i;
    i = (int*)mc_AgentVariableRetrieve(mc_current_agent, "savevar", 0);
    if (i==NULL) {
        printf("Variable 'savevar' not found.\n");
    } else {
        printf("Variable 'savevar' has value %d.\n", *i);
    }
    retvar = *i*2;
    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_AgentVariableSave()

---

## mc\_AgentVariableSave()

### Synopsis

```
int mc_AgentVariableSave(MCAgent_t agent, const char* variable_name);
```

### Purpose

Save the value of a variable to the agent's persistent datastate.

### Return Value

0 on success, non-zero on failure.

### Parameters

*agent*                    The agent for which to save a variable. From agent space, this value will typically be `mc_current_agent`, which is a special variable that is an agent's handle to itself.

*variable\_name*        The name of the variable to save.

### Description

This function is used to save arbitrary variables to an agent's datastate. These variables may be read by the agent later during later tasks.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="2" num="0">
          <TASK num="0" complete="0" server="localhost:5051" code_id="1" />
          <TASK num="1" complete="0" server="localhost:5050" code_id="2" />
        <AGENT_CODE id="1">
          <![CDATA[
//#include <stdio.h>
#include <math.h>
int savevar;
int another_savevar;
int array_savevar[10];
int main()
{
  int i;
  printf("Hello World!\n");
  printf("This is mobagent1 from the agency at port 5050.\n");
  printf("I am performing the task on the agency at port 5051 now.\n");
  printf("%f\n", hypot(1,2));
  savevar = 10;
  another_savevar = 20;
  mc_AgentVariableSave(mc_current_agent, "savevar");
  mc_AgentVariableSave(mc_current_agent, "another_savevar");
```

```

    for(i = 0; i < 10; i++) {
        array_savevar[i] = i*3;
    }
    mc_AgentVariableSave(mc_current_agent, "array_savevar");
    return 0;
}
]]>
</AGENT_CODE>
<AGENT_CODE id="2">
<![CDATA[
#include <stdio.h>
int retvar;
int main()
{
    const int *i;
    i = (int*)mc_AgentVariableRetrieve(mc_current_agent, "savevar", 0);
    if (i==NULL) {
        printf("Variable 'savevar' not found.\n");
    } else {
        printf("Variable 'savevar' has value %d.\n", *i);
    }
    retvar = *i*2;
    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

[mc\\_AgentVariableRetrieve\(\)](#)



---

## mc\_Barrier()

### Synopsis

**int mc\_Barrier(int *id*);**

### Purpose

This function blocks the calling thread until all registered threads and agents have been blocked.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found.

### Parameters

*id*        The id of the barrier to wait on.

### Description

This function is used to synchronize a number of agents and threads. Each barrier is initialized so that it will block the execution of threads and agents until a predetermined number of threads or agents have activated the barrier, at which point all blocked threads and agents will be released simultaneously.

### Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/` .

### See Also

`mc_BarrierDelete()`, `mc_BarrierInit()`.

---

## mc\_BarrierDelete()

### Synopsis

```
int mc_BarrierDelete(int id);
```

### Purpose

This function deletes a previously initialized Mobile-C Barrier variable.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found.

### Parameters

*id*        The id of the barrier to delete.

### Description

This function deletes a previously initialized variable. Care should be taken when calling this function. If there are any agents or threads blocked by a barrier that is deleted, they may remain blocked forever.

### Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/` .

### See Also

`mc_Barrier()`, `mc_BarrierInit()`.

---

## mc\_BarrierInit()

### Synopsis

**int mc\_BarrierInit(int *id*, int *num\_procs*);**

### Purpose

This function initializes a Mobile-C Barrier variable for usage.

### Return Value

This function returns 0 on success, or non-zero if the id could not be found.

### Parameters

*id*                    The id of the barrier.  
*num\_procs*        The number of threads or agents the barrier will block before continuing.

### Description

This function is used to initialize Mobile-C Barrier variables for usage by the `mc_Barrier()` function.

### Example

Please see the example located at the directory `mobilec/demos/mc_barrier_example/` .

### See Also

`mc_Barrier()`, `mc_BarrierDelete()`.

---

# mc\_CallAgentFunc()

## Synopsis

```
int mc_CallAgentFunc(MCAgent_t agent, const char* funcName, void* returnVal, ...);
```

## Purpose

This function is used to call a function that is defined in an agent.

## Return Value

This function returns 0 on success, or a non-zero error code on failure.

## Parameters

<i>agent</i>	The agent in which to call a function.
<i>funcName</i>	The function to call.
<i>returnVal</i>	(Output) The return value of the agent function.
...	A variable number of arguments

## Description

This function enables a program to treat agents as libraries of functions. Thus, an agent may provide a library of functions that may be called from binary space with this function, or from another agent by the agent-space version of this function.

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5051</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5050">
            <DATA number_of_elements="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    MCAgent_t agent;
    int retval;
    /* Search Return Variables */
    char** agentNames;
    char** serviceNames;
    int *agentIDs;
    int numResults;
```

```

int a, b;

/* Search for addition service */
printf("\n\nSearching for addition service.\n");
mc_SearchForService(
    "addition",
    &agentNames,
    &serviceNames,
    &agentIDs,
    &numResults );
printf("Done searching.\n");
if (numResults < 1) {
    printf("No agents with service 'addition' found.\n");
    exit(0);
}

/* Just get the first hit */
printf("Using agent %s for addition.\n", agentNames[0]);
agent = mc_FindAgentByID(agentIDs[0]);

a = 44;
b = 45;
mc_CallAgentFunc(agent, "addition", &retval, a, b);
printf("Result of addition %d + %d is %d.\n", a, b, retval);

/* Now search for multiplication service */
printf("\n\n Searching for Multiplication service...\n");
mc_SearchForService(
    "multiplication",
    &agentNames,
    &serviceNames,
    &agentIDs,
    &numResults );

if (numResults < 1) {
    printf("No agents with service 'multiplication' found.\n");
    exit(0);
}

printf("Using agent %s for multiplication.\n", agentNames[0]);
agent = mc_FindAgentByID(agentIDs[0]);
mc_CallAgentFunc(agent, "multiplication", &retval, a, b);
printf("Result of multiplication %d * %d is %d.\n", a, b, retval);

/* Now lets try to deregister a service */
mc_DeregisterService(
    agentIDs[0],
    serviceNames[0]
);

return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

**See Also**  
MC\_CallAgentFunc()

---

## mc\_CondBroadcast()

### Synopsis

**int mc\_CondBroadcast(int *id*);**

### Purpose

Signal all mobile agents and threads which are waiting on a condition variable.

### Return Value

This function returns 0 if the condition variable is successfully found and signalled. It returns non-zero if the condition variable was not found.

### Parameters

*id*        The id of the condition variable to signal.

### Description

This function is used to signal all other mobile agents and threads that are waiting on a Mobile-C condition variable. The function that calls **mc\_CondBroadcast()** must know beforehand the id of the condition variable which a mobile agent might be waiting on.

### Example

Please see Program 20 on page 39 and Program 24 on page 43 in Chapter 7.

### See Also

mc\_CondDelete(), mc\_CondInit(), mc\_CondSignal().

---

## mc\_CondReset()

### Synopsis

```
int mc_CondReset(int id);
```

### Purpose

Reset a Mobile-C Condition variable for re-use.

### Return Value

This function returns 0 upon success or non-zero if the condition variable was not found.

### Parameters

*id*        The id of the condition variable to signal.

### Description

This function resets a used condition variable, setting it's state back to an unsignalled state. A Mobile-C condition variable will remain in a signalled state indefinitely until this function is called.

### Example

See Program 21 on page 40 and Program 22 on page 41 in Chapter 7.

### See Also

mc\_CondDelete(), mc\_CondInit(), mc\_CondSignal(), mc\_CondWait().



---

## mc\_CondSignal()

### Synopsis

**int mc\_CondSignal(int *id*);**

### Purpose

Signal another mobile agent which is waiting on a condition variable.

### Return Value

This function returns 0 if the condition variable is successfully found and signalled. It returns non-zero if the condition variable was not found.

### Parameters

*id*        The id of the condition variable to signal.

### Description

This function is used to signal another mobile agent or thread that is waiting on a Mobile-C condition variable. The function that calls **mc\_CondSignal()** must know beforehand the id of the condition variable an agent may be waiting on. Note that although a MobileC synchronization variable may act as a mutex, condition variable, or semaphore, once it is used as a condition variable, it should only be used as a condition variable for the remainder of it's life cycle.

### Example

See Program 21 on page 40 and Program 22 on page 41 in Chapter 7.

### See Also

mc\_CondDelete(), mc\_CondInit(), mc\_CondSignal().

---

## mc\_CondWait()

### Synopsis

**int mc\_CondWait(int *id*);**

### Purpose

Cause the calling mobile agent or thread to wait on a Mobile-C condition variable with the id specified by the argument.

### Return Value

This function returns 0 upon successful wakeup or non-zero if the condition variable was not found.

### Parameters

*id*      The id of the condition variable to signal.

### Description

This function blocks until the condition variable on which it is waiting is signalled. If an invalid id is specified, the function returns 1 and does not block. The function is designed to enable synchronization possibilities between threads and mobile agents without using poll-waiting loops. Note that although a MobileC synchronization variable may act as a mutex, condition variable, or semaphore, once it is used as a condition variable, it should only be used as a condition variable for the remainder of its life cycle.

### Example

See Program 21 on page 40 and Program 22 on page 41 in Chapter 7.

### See Also

mc\_CondDelete(), mc\_CondInit(), mc\_CondSignal().

---

## mc\_DeleteAgent()

### Synopsis

```
int mc_DeleteAgent(MCAgent_t agent);
```

### Purpose

Delete a mobile agent from an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agent* An initialized mobile agent.

### Description

This function halts and marks an agent for removal from an agency. This function completely eliminates the agent, even if the agent has remaining unfinished tasks.

### Example

### See Also

MC\_AddAgent()

---

## mc\_DeregisterService()

### Synopsis

```
#include <libmc.h>
```

```
int mc_DeregisterService(int agentID, char* serviceName);
```

### Purpose

Deregisters an agent service from an agency Directory Facilitator.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agentID*            An agent id.  
*serviceName*      The service name to deregister.

### Description

This function is used to deregister a service associated with an agent from an agency. The function searches for a service matching the provided service name and agent id and deregisters it from the Directory Facilitator.

### Example

### See Also

MC\_DeregisterService(), mc\_RegisterService().

---

## mc\_End()

### Synopsis

```
#include <libmc.h>
int mc_End(void);
```

### Purpose

Terminate a Mobile-C agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

**Parameters** None.

### Description

This function stops all the running threads in an agency and deallocates all the memories regarding an agency.

### Example

### See Also

MC\_End().

---

## mc\_FindAgentByID()

### Synopsis

**MCAgent\_t** MC\_FindAgentByID(int *id*);

### Purpose

Find a mobile agent by its ID number in a given agency.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*id*      An integer representing a mobile agent's ID number.

### Description

This function is used to find and retrieve a pointer to an existing running mobile agent in an agency by the mobile agent's ID number.

### Example

### See Also

---

## mc\_FindAgentByName()

### Synopsis

**MCAgent\_t** mc\_FindAgentByName(const char \*name);

### Purpose

Find a mobile agent by its name in an agency.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*name* A character string containing the mobile agent's name.

### Description

This function is used to find and retrieve a pointer to an existing running mobile agent in an agency by the mobile agent's given name.

### Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    MCAgent_t tmp;
    tmp = mc_FindAgentByName("mobagent1");
    printf("Agent mobagent1 is at address %x\n", tmp);
    if (tmp == NULL) {
        printf("Agent not found. Terminating...\n");
        return 0;
    }
    mc_TerminateAgent(tmp);
    return 0;
}

]]>
      </AGENT_CODE>
```

```
</TASKS>  
</AGENT_DATA>  
</MOBILE_AGENT>  
</MESSAGE>  
</MOBILEC_MESSAGE>
```

### **See Also**



---

# mc\_GetAgentID()

## Synopsis

```
#include <libmc.h>
```

```
int mc_GetAgentID(mcAgent_t agent);
```

## Purpose

Get an agent's ID.

## Return Value

This function returns an agent's ID.

## Parameters

*agent* An initialized mobile agent.

## Description

Every agent that arrives at an agency is given an agency-unique identification number. This function retrieves that number.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>service_provider_2</NAME>
        <OWNER>IEL</OWNER>
        <HOME>10.0.0.11:5050</HOME>
        <TASK task="1" num="0">
          <DATA persistent="1"
            number_of_elements="0"
            name="no-return"
            complete="0"
            server="10.0.0.15:5050">
          </DATA>
        <AGENT_CODE>
          <![CDATA[
#define BR_IRGAIN 10
#define fwSpeed 50

int Connections_A[9] = {5, 1, 2, 5, -15, -6, -2, 2, 7};
int Connections_B[9] = {2, -2, -6, -15, 5, 2, 1, 5, 7};

struct Robot {
  int tabsens[9];
  int left_speed;
  int right_speed;
};

int RobotBehaviour(struct Robot *system) {
```

```

long int lspeed16, rspeed16;
int i;

lspeed16 = 0;
rspeed16 = 0;

for(i=0; i<9; i++) {
    lspeed16 -= Connections_B[i] * system->tabsens[i];
    rspeed16 -= Connections_A[i] * system->tabsens[i];
}
system->left_speed = ((lspeed16 / BR_IRGAIN) + fwSpeed);
system->right_speed = ((rspeed16 / BR_IRGAIN) + fwSpeed);

if(system.left_speed > 0 && system.left_speed < 30)
    system.left_speed = 30;
if(system.left_speed < 0 && system.left_speed > -30)
    system.left_speed = -30;
if(system.right_speed > 0 && system.right_speed < 30)
    system.right_speed = 30;
if(system.right_speed < 0 && system.right_speed > -30)
    system.right_speed = -30;

if(system.left_speed > 60 || system.left_speed < -60)
    system.left_speed = 0;
if(system.right_speed > 60 || system.right_speed < -60)
    system.right_speed = 0;

return 0;
}

int main(int argc, char *argv[]) {
    char **service;
    int num = 1, i, agent_id, mutex_id = 55;
    MCAgent_t agent;

    service = (char **)malloc(sizeof(char *)*num);
    for(i=0; i<num; i++) {
        service[i] = (char *)malloc(sizeof(char)*20);
    }
    strcpy(service[0], "RobotBehaviour");

    agent = mc_FindAgentByName("service_provider_1");
    agent_id = mc_GetAgentID(agent);

    mc_MutexLock(mutex_id);
    mc_DeregisterService(agent_id, service[0]);
    mc_RegisterService(mc_current_agent, service, num);
    mc_MutexUnlock(mutex_id);

    printf("Service provider 2 has arrived.\n");
    printf("Services provided:\n");
    for(i=0; i<num; i++) {
        printf("%s\n", service[i]);
    }

    for(i=0; i<num; i++) {
        free(service[i]);
    }
    free(service);
}

```

```
    return 0;
}
    ]]>
    </AGENT_CODE>
</TASK>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>
```

**See Also**

`mc_GetAgentName()`.

---

## mc\_GetAgentName()

### Synopsis

```
#include <libmc.h>
```

```
int mc_GetAgentName(MCAgent_t agent);
```

### Purpose

Get an agent's name.

### Return Value

This function returns an agent's name.

### Parameters

*agent* An initialized mobile agent.

### Description

This function returns an agent's name. All agents have a self defined descriptive name that may not be unique. This function gets the name of an agent.

### Example

### See Also

mc\_GetAgentID().

---

## mc\_GetAgentNumTasks()

### Synopsis

```
#include <libmc.h>
```

```
int mc_GetAgentNumTasks(MCAgent_t agent);
```

### Purpose

Return the total number of tasks a mobile agent has.

### Return Value

This function returns a non negative integer on success and a negative integer on failure.

### Parameters

*agent* A MobileC agent.

### Description

This function returns the total number of tasks that an agent has. It counts all tasks: those that have been completed, those that are in progress, and those that have not yet started.

### Example

#### See Also

MC\_GetAgentNumTasks().

---

## mc\_GetAgentStatus()

### Synopsis

```
#include <mobilec.h>
```

```
int mc_GetAgentStatus(MCAgent_t agent);
```

### Purpose

Get the status of a mobile agent in an agency.

### Return Value

This function returns an enumerated value representing the current status of a mobile agent. See Table B.2 on page 163.

### Parameters

*agent* The mobile agent from which to retrieve status information.

### Description

This function gets a mobile agent's status. The status is used to determine the mobile agent's current state of execution.

### Example

This function is identical to the binary space version, MC\_GetAgentStatus(). Please see the documentation for MC\_GetAgentStatus on page 112 for an example.

### See Also

---

## mc\_GetAgentXMLString()

### Synopsis

```
char *mc_GetAgentXMLString(MCAgent_t agent);
```

### Purpose

Retrieve a mobile agent message in XML format as a character string.

### Return Value

The function returns an allocated character array on success and NULL on failure.

### Parameters

*agent* The mobile agent from which to retrieve the XML formatted message.

### Description

This function retrieves a mobile agent message in XML format as a character string. The return pointer is allocated by 'malloc()' and must be freed by the user.

### Example

This function has identical behaviour with the its binary-space counterpart, MC\_GetAgentXMLString(). Please see the documentation for MC\_GetAgentXMLString() on page 115

### See Also

---

## mc\_HaltAgency()

### Synopsis

```
#include <libmc.h>  
int mc_HaltAgency(void);
```

### Purpose

This function halts the execution of an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

**Parameters** None.

### Description

This function halts the primary threads of an agency, such as the ACC, AMS, message handlers, etc. If any thread is busy with a particular task, it will halt as soon as the task is finished. Note that this function does not halt the execution of any agents which may be performing tasks. Agents performing tasks may not rely on the primary Mobile-C threads, such as the ACC, AMS, etc., and thus may not halt upon calling this function.

### Example

### See Also

mc\_ResumeAgency().



---

## mc\_MutexLock()

### Synopsis

```
int mc_MutexLock(int id);
```

### Purpose

This function locks a previously initialized Mobile-C synchronization variable as a mutex. If the mutex is already locked, the function blocks until it is unlocked before locking the mutex and continuing.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found.

### Parameters

*id*        The id of the synchronization variable to lock.

### Description

This function locks the mutex part of a Mobile-C synchronization variable. While this is primarily used to guard a shared resource, the behaviour is similar to the standard POSIX mutex locking. Note that although a Mobile-C synchronization variable may assume the role of a mutex, condition variable, or semaphore, once a Mobile-C synchronization variable is used as a mutex, it should not be used as anything else for the rest of its life cycle.

### Example

Please see Program 19 on page 38, Program 20 on page 39, and Chapter 7 on page 36 for more details.

### See Also

mc\_MutexUnlock(), mc\_SyncInit(), mc\_SyncDelete().

---

## mc\_MutexUnlock()

### Synopsis

```
int mc_MutexUnlock(int id);
```

### Purpose

This function unlocks a locked Mobile-C synchronization variable.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found.

### Parameters

*id*        The id of the synchronization variable to lock.

### Description

This function unlocks a Mobile-C synchronization variable that was previously locked as a mutex. If the mutex is not locked while calling this function, undefined behaviour results. Note that although a Mobile-C may act as a mutex, condition variable, or semaphore, once it has been locked and/or unlocked as a mutex, it should only be used as a mutex for the remainder of its life cycle or unexpected behaviour may result.

### Example

Please see Program 19 on page 38, Program 20 on page 39, and Chapter 7 on page 36 for more details.

### See Also

mc\_MutexLock(), mc\_SyncInit(), mc\_SyncDelete().

---

## mc\_PrintAgentCode()

### Synopsis

```
int mc_PrintAgentCode(MCAgent_t agent);
```

### Purpose

Print a mobile agent code for inspection.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

*agent* The mobile agent from which to print the code.

### Description

This function prints the mobile agent code to the standard output.

### Example

### See Also

---

# mc\_RegisterService()

## Synopsis

```
#include <libmc.h>
```

```
int mc_RegisterService(MCAgent_t agent, int agentID, const char agentName, char** serviceNames, int numServices);
```

## Purpose

Registers an agent service with an agency Directory Facilitator.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

*agent* (Optional) An initialized mobile agent.  
*agentID* (Optional) An agent id.  
*agentName* (Optional) An agent name.  
*serviceNames* A list of descriptive names for agent services.  
*numServices* The number of services listed in the previous argument.

## Description

This function is used to register agent services with an agency. Among the optional arguments, either a valid agent must be supplied, or both an agent ID and an agent name. Thus, services may be registered to an agent which has not yet arrived at an agency by specifying the ID and name of the agent.

## Example

```
<?xml version="1.0"?>
<!DOCTYPE myMessage SYSTEM "mobilec.dtd">
<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>agent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA persistent="1" dim="0" name="no-return" >
              </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
#include <stdio.h>

int main()
{
  int i;
  char** services;
  services = (char**)malloc(sizeof(char*) * 2);
```

```

    for (i = 0; i < 2; i++) {
        services[i] = (char*)malloc(sizeof(char)*20);
    }
    strcpy(services[0], "agent1_service");
    strcpy(services[1], "agent1_bonus_service");

    mc_RegisterService(
        mc_current_agent,
        services,
        2
    );

    return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

MC\_RegisterService(), mc\_DeregisterService().

---

## mc\_ResumeAgency()

### Synopsis

```
#include <libmc.h>
int mc_ResumeAgency(void);
```

### Purpose

This function resumes the execution of an agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

**Parameters** None.

### Description

This function resumes the operation of the core threads of the Mobile-C agency, such as the ACC, AMS, etc., after they have been halted by the `mc_HaltAgency()` function.

### Example

### See Also

`mc_HaltAgency()`.

---

## mc\_RetrieveAgent()

### Synopsis

**MCAgent\_t** mc\_RetrieveAgent(*void*);

### Purpose

Retrieve the first neutral mobile agent from a mobile agent list.

### Return Value

The function returns an **MCAgent\_t** object on success or NULL on failure.

### Parameters

*void* This function does not take any parameters.

### Description

This function retrieves the first agent with status MC\_AGENT\_NEUTRAL from a mobile agent list. If there are no mobile agents with this attribute, the return value is NULL.

### Example

### See Also

---

## mc\_RetrieveAgentCode()

### Synopsis

```
char *mc_RetrieveAgentCode(MCAgent_t agent);
```

### Purpose

Retrieve a mobile agent code in the form of a character string.

### Return Value

The function returns an allocated character array on success and NULL on failure.

### Parameters

*agent* The mobile agent from which to retrieve the code.

### Description

This function retrieves a mobile agent code. The return pointer is allocated by 'malloc()' and must be freed by the user.

### Example

Please see the example under MC\_RetrieveAgentCode() on page 134.

### See Also



---

# mc\_SearchForService()

## Synopsis

```
#include <libmc.h>
```

```
int mc_SearchForService(char* SearchString, char*** agentNames, char*** serviceNames, int ** agentIDs,int* numResults);
```

## Purpose

Searches the Directory Facilitator for a service.

## Return Value

The function returns 0 on success and non-zero otherwise.

## Parameters

- searchString* (in) A search substring. All services names registered with the Directory Facilitator with a matching substring will be a hit.
- agentNames* (out) A newly allocated array of agent names of agents that provide services matching the search string.
- serviceNames* (out) A newly allocated array of service names matching the search substring.
- AgentIDs* (out) A newly allocated array of agent IDs of matching agents.
- numServices* (out) The number of services listed in the previous argument.

## Description

This function is used to search the Directory Facilitator for a service. The function will return all services if any part of the service name matches the search string.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>agent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA persistent="1" dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>

int main()
{
    int i;
```

```

char **agentNames;
char **serviceNames;
int *agentIDs;
int numResults;

mc_SearchForService(
    "bonus",
    &agentNames,
    &serviceNames,
    &agentIDs,
    &numResults
);
for (i = 0; i < numResults; i++) {
    printf("%s:%d %s\n",
        agentNames[i],
        agentIDs[i],
        serviceNames[i]
    );
}

printf("\n");

return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

**See Also**

mc\_RegisterService(), mc\_DeregisterService().

---

## mc\_SemaphorePost()

### Synopsis

```
int mc_SemaphorePost(int id);
```

### Purpose

This function unlocks one resource from a Mobile-C semaphore, increasing its count by one.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found or on a semaphore error.

### Parameters

*id*        The id of the synchronization variable to lock.

### Description

**mc\_SemaphorePost** unlocks a resource from a previously allocated and initialized Mobile-C synchronization variable being used as a semaphore. This function may be called multiple times to increase the count of the semaphore up to INT\_MAX. Note that although a Mobile-C synchronization variable may be used as a mutex, condition variable, or semaphore, once it is used as a semaphore, it should only be used as a semaphore for the remainder of its life cycle.

### Example

The MC\_SemaphorePost() function usage is very similar to the other binary space synchronization functions. Please see Chapter 7 on page 36 and the demo at “demos/agent\_semaphore\_example/” for more information.

### See Also

mc\_SemaphoreWait(), mc\_SyncInit(), mc\_SyncDelete().

---

## mc\_SemaphoreWait()

### Synopsis

```
#include <libmc.h>
```

```
int mc_SemaphoreWait(int id);
```

### Purpose

This function allocates one resource from a MobileC synchronization semaphore variable.

### Return Value

This function returns 0 on success, or non-zero if the *id* could not be found.

### Parameters

*id*        The id of the synchronization variable to lock.

### Description

This function allocates one resource from a previously allocated and initialized MobileC synchronization semaphore. If the semaphore resource count is non-zero, the resource is immediately allocated. If the semaphore resource count is zero, the function blocks until a resource is freed before allocating a resource and continuing.

Note that although a MobileC synchronization variable may be used as a mutex, condition variable, or semaphore, once it is used as a semaphore, it should only be used as a semaphore for the remainder of its life cycle.

### Example

The MC\_SemaphorePost() function usage is very similar to the other binary space synchronization functions. Please see Chapter 7 on page 36 and the demo at “demos/agent\_semaphore\_example/” for more information.

### See Also

mc\_SemaphorePost(), mc\_SyncInit(), mc\_SyncDelete().

---

## mc\_SendAgentMigrationMessage()

### Synopsis

```
int mc_SendAgentMigrationMessage(char *message, char *hostname, int port);
```

### Purpose

Send an ACL mobile agent message to a remote agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

<i>message</i>	The ACL mobile agent message to be sent.
<i>hostname</i>	The hostname of the remote agency. It can be in number-dot format or hostname format, i.e., 169.237.104.199 or machine.ucdavis.edu.
<i>port</i>	The port number on which the remote agency is listening.

### Description

This function is used to send an XML based ACL mobile agent message, which is a string, to a remote agency.

### Example

### See Also

---

## mc\_SendAgentMigrationMessageFile()

### Synopsis

**int** mc\_SendAgentMigrationMessageFile(**const char** \*filename, **const char** \*hostname, **int** port);

### Purpose

Send an ACL mobile agent message saved as a file to a remote agency.

### Return Value

The function returns 0 on success and non-zero otherwise.

### Parameters

<i>filename</i>	The ACL mobile agent message file to be sent.
<i>hostname</i>	The hostname of the remote agency. It can be in number-dot format or hostname format, i.e., 169.237.104.199 or machine.ucdavis.edu.
<i>port</i>	The port number on which the remote agency is listening.

### Description

This function is used to send an XML based ACL mobile agent message, which is saved as a file, to a remote agency.

### Example

Please see the example for MC\_SendAgentMigrationMessageFile() on page 141.

### See Also

---

# mc\_SendSteerCommand()

## Synopsis

```
#include <libmc.h>
```

```
int mc_SendSteerCommand(MCAgency_t attr, int(*)(void* data) funcptr, void* arg);
```

## Purpose

The mc\_SendSteerCommand function sends a computational steering command to the algorithm at the agent's current agency.

## Return Value

The function returns 0 on success, or a non-zero error code on failure.

## Description

This function enables mobile agents to send steer commands to steering-enables algorithms running at the agent's local agency. See the demo at `demos/steer_example/` for more details.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>resume_agent</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5051</HOME>
        <TASKS task="1" num="0">
          <TASK num="0"
            complete="0"
            server="localhost:5050">
            <DATA name="no-return" >
            </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
#include <stdio.h>
int main() {
    printf("Resuming Agent...");
    mc_SendSteerCommand(MC_RUN);
    return 0;
}
]]>
      </AGENT_CODE>
    </MOBILE_AGENT>
  </MESSAGE>
</MOBILEC_MESSAGE>
```

## See Also

MC\_Steer(), MC\_SteerControl()



---

## mc\_SetAgentStatus()

### Synopsis

```
int mc_SetAgentStatus(MCAgent_t agent, int status);
```

### Purpose

Set the status of a mobile agent in an agency.

### Return Value

This function returns 0 on success and non-zero otherwise.

### Parameters

- agent* The mobile agent whose status is to be assigned.
- status* An integer representing the status to be assigned to a mobile agent.

### Description

This function returns an integer of enumerated type `enum MC_AgentStatus_e`. Details about this enumerated type may be found in Table B.2 on page 163.

### Example

Please see the example for `MC_SetAgentStatus()` on page 145.

### See Also

---

## mc\_SetDefaultAgentStatus()

### Synopsis

```
int mc_SetDefaultAgentStatus(int status);
```

### Purpose

Set the default status of any incoming mobile agents.

### Return Value

This function returns 0 on success and non-zero otherwise.

### Parameters

*status* An integer representing the status to be assigned to any incoming mobile agents as their default status.

### Description

This function sets the default status of any incoming mobile agents by one of the enumerated values of type `enum mc_AgentStatus_e`. See Table B.2 on page 163 for a complete listing of the enumerated type.

### Example

Please see the example for `MC_SetDefaultAgentStatus()` on page 147.

### See Also

---

## mc\_SyncDelete()

### Synopsis

```
int mc_SyncDelete(int id);
```

### Purpose

Delete a previously initialized synchronization variable.

### Return Value

This function returns 0 on success and nonzero otherwise.

### Parameters

*id*        The id of the condition variable to delete.

### Description

This function is used to delete and deallocate a previously initialized Mobile-C synchronization variable.

### Example

Please see the example for MC\_SyncDelete() on page 154.

### See Also

mc\_SyncInit().

---

# mc\_SyncInit()

## Synopsis

**int mc\_SyncInit(int *id*);**

## Purpose

Initialize a new synchronization variable for agents to wait on.

## Return Value

This function returns the allocated id of the synchronization variable. Note that the allocated id may not necessarily be the same as the requested id. See the description below for more details.

## Parameters

*id*      A requested synchronization variable id. A random id will be assigned if the value passed is 0 or if there is a conflicting id.

## Description

This function initializes and registers a new MobileC synchronization variable. Mobile-C Synchronization variables may be used as a mutex, a condition variable (with an associated mutex), or a semaphore. The purpose of the Mobile-C synchronization variables is to synchronize the execution of agents with each other, as well as the execution of agents with their respective agencies.

Each synchronization variable created by this function is effectively global across the agency and therefore must have a unique identifying number. If this function is called requesting an id that is already registered, the function will automatically ignore the requested value and allocate a synchronization variable with a randomly generated id.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
<MESSAGE message="MOBILE_AGENT">
  <MOBILE_AGENT>
    <AGENT_DATA>
      <NAME>sleep_agent</NAME>
      <OWNER>IEL</OWNER>
      <HOME>localhost:5050</HOME>
      <TASKS task="1" num="0">
        <TASK num="0" complete="0" server="localhost:5051">
          <DATA dim="0" name="no-return">
            </DATA>
          </TASK>
        </TASKS>
      <AGENT_CODE>
        <![CDATA[
#include <stdio.h>
int main()
{
    int mutex_id;
    printf("Sleep agent has arrived.\n");
```

```

mutex_id = mc_SyncInit(55);
if (mutex_id != 55) {
    printf("Possible error. Aborting...\n");
    exit(1);
}
printf("This is agent 1.\n");
printf("Agent 1: I am locking the mutex now.\n");
mc_MutexLock(mutex_id);
printf("Agent 1: Mutex locked. Perform protected operations here\n");
printf("Agent 1: Waiting for 5 seconds...\n");
sleep(5);
printf("Agent 1: Unlocking mutex now...\n");
mc_MutexUnlock(mutex_id);

return 0;
}
]]>
</AGENT_CODE>
</TASKS>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

### See Also

mc\_CondSignal(), mc\_CondWait(), mc\_MutexLock(), mc\_MutexUnlock(), mc\_SemaphorePost(), mc\_SemaphoreWait(), mc\_SyncDelete().

---

# mc\_TerminateAgent()

## Synopsis

```
int mc_TerminateAgent(MCAgent_t agent);
```

## Purpose

Terminate the execution of a mobile agent in an agency.

## Return Value

The function returns 0 on success and an error code on failure.

## Parameters

*agent* A valid mobile agent.

## Description

This function halts a running mobile agent. The Ch interpreter is left intact. The mobile agent may still reside in the agency in MC\_AGENT\_NEUTRAL mode if the mobile agent is tagged as 'persistent', or is terminated and flushed otherwise.

## Example

```
<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent3</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" complete="0" server="localhost:5051">
            <DATA dim="0" name="no-return" >
              </DATA>
            </TASK>
          </TASKS>
        <AGENT_CODE>
          <![CDATA[
#include <stdio.h>
int main()
{
    MCAgent_t tmp;
    tmp = mc_FindAgentByName("mobagent1");
    printf("Agent mobagent1 is at address %x\n", tmp);
    if (tmp == NULL) {
        printf("Agent not found. Terminating...\n");
        return 0;
    }
    mc_TerminateAgent(tmp);
    return 0;
}

]]>
```

```
</AGENT_CODE>  
</TASKS>  
</AGENT_DATA>  
</MOBILE_AGENT>  
</MESSAGE>  
</MOBILEC_MESSAGE>
```

### **See Also**

# Appendix C

## Mobile-C Agent Porting Guide from v1.9.x to v1.10.x

This chapter provides a brief overview of changes made to the agent xml code from version 1.9 to version 1.10. Agents in the v1.10 series of Mobile-C will not be compatible with the v1.9 series of agencies and vice versa. Additional features such as saved agent variables have necessitated a reorganization of the agent XML format.

### C.1 Overview of major changes

Some major changes in the agent xml format from version 1.9 to version 1.10 include the following:

1. The `<GAF_MESSAGE>` tag has been renamed to `<MOBILEC_MESSAGE>`.
2. The `<TASK>` tag has been renamed to `<TASKS>`. The attributes within the old `<TASK>` tag, `task` and `num`, remain the same.
3. The `<DATA>` tag has been renamed to `<TASK>`. Within the new `<TASK>` tag, the `name` attribute, which specifies the name of the variable to return upon task completion, has been renamed to `return`.

#### C.1.1 Comparison of Old Format and New Format

##### Old Agent Code

```
<!DOCTYPE myMessage SYSTEM "gafmessage.dtd">

<GAF_MESSAGE>
<MESSAGE message="MOBILE_AGENT">
  <MOBILE_AGENT>
    <AGENT_DATA>
      <NAME>mobagent1</NAME>
      <OWNER>IEL</OWNER>
      <HOME>localhost:5050</HOME>
      <TASK task="1" num="0">
        <DATA dim="0" name="no-return" complete="0" server="localhost:5051" />
      <AGENT_CODE>
        <![CDATA[
```



```

#include <stdio.h>
#include <math.h>
int main()
{
    printf("This is mobagent1 from the agency at port 5050.\n");
    printf("I am performing the task on the agency at port 5051 now.\n");
    printf("%f\n", hypot(1,2));

    return 0;
}
]]>
</AGENT_CODE>
</TASK>
</AGENT_DATA>
</MOBILE_AGENT>
</MESSAGE>
</GAF_MESSAGE>

```

### New Agent Code

```

<?xml version="1.0"?>

<!DOCTYPE myMessage SYSTEM "mobilec.dtd">

<MOBILEC_MESSAGE>
  <MESSAGE message="MOBILE_AGENT">
    <MOBILE_AGENT>
      <AGENT_DATA>
        <NAME>mobagent1</NAME>
        <OWNER>IEL</OWNER>
        <HOME>localhost:5050</HOME>
        <TASKS task="1" num="0">
          <TASK num="0" return="no-return" complete="0" server="localhost:5051" />
          <AGENT_CODE>
            <![CDATA[
#include <stdio.h>
#include <math.h>
int main()
{
    printf("This is mobagent1 from the agency at port 5050.\n");
    printf("I am performing the task on the agency at port 5051 now.\n");
    printf("%f\n", hypot(1,2));

    return 0;
}
]]>
          </AGENT_CODE>
        </TASKS>

```

```

    </AGENT_DATA>
  </MOBILE_AGENT>
</MESSAGE>
</MOBILEC_MESSAGE>

```

## C.2 New Agent XML DTD

```

<!DOCTYPE MC_MESSAGE [
<!ELEMENT GAF_MESSAGE (MESSAGE)>
<!ELEMENT MESSAGE (MOBILE_AGENT, ENCRYPTED_DATA, ENCRYPTION_DATA)>
<!ATTLIST MESSAGE
  message (MOBILE_AGENT, RETURN_MSG, ENCRYPTED_DATA, ENCRYPTION_INITIALIZE) #REQUIRED>

<!ELEMENT MOBILE_AGENT (AGENT_DATA) >
<!ELEMENT AGENT_DATA (NAME, OWNER, HOME, TASKS)>
<!ELEMENT NAME (#PCDATA)>
<!ELEMENT OWNER (#PCDATA)>
<!ELEMENT HOME (#PCDATA)>

<!ELEMENT TASKS (TASK+, AGENT_CODE+)>
<!ATTLIST TASKS
  task CDATA #REQUIRED
  num CDATA #REQUIRED >

<!ELEMENT TASK (DATA*)>
<!ATTLIST TASK
  num ID #REQUIRED
  return CDATA #IMPLIED
  complete CDATA #IMPLIED
  server CDATA #REQUIRED
  code_id CDATA #IMPLIED>

<!ELEMENT DATA (ROW*)>
<!ATTLIST DATA
  name CDATA #REQUIRED
  dim CDATA #REQUIRED
  type (char|short|int|float|double) #REQUIRED>

<!ELEMENT ROW (ROW*, #PCDATA)>
<!ATTLIST ROW
  index CDATA #REQUIRED>

<!ELEMENT AGENT_CODE (#PCDATA)>
<!ATTLIST AGENT_CODE
  id ID #IMPLIED >

```

# Index

Ch\_CallFuncByName(), 24

MC\_AclAddReceiver(), 63  
mc\_AclAddReceiver(), 166  
MC\_AclAddReplyTo(), 65  
mc\_AclAddReplyTo(), 168  
MC\_AclNew(), 67, 70, 71  
mc\_AclNew(), 170, 172, 173, 185  
MC\_AclPost(), 69  
mc\_AclRetrieve(), 174  
mc\_AclSend(), 176  
MC\_AclSetContent(), 73  
mc\_AclSetContent(), 178  
MC\_AclSetPerformative(), 75  
mc\_AclSetPerformative(), 180  
MC\_AclSetSender(), 78  
mc\_AclSetSender(), 183  
MC\_AclWaitRetrieve(), 80  
MC\_AddAgent(), 82  
mc\_AddAgent(), 187  
MC\_AGENT\_ACTIVE, 60  
mc\_agent\_id, 163  
mc\_agent\_name, 163  
MC\_AGENT\_NEUTRAL, 60  
MC\_AGENT\_SUSPENDED, 60  
MC\_AgentExecEngine(), 23  
MC\_AgentStatus\_e, 60  
MC\_AgentType\_e, 60  
mc\_AgentVariableRetrieve(), 188  
mc\_AgentVariableSave(), 190  
MC\_ALL\_SIGNALS, 60  
MC\_Barrier(), 84  
mc\_Barrier(), 192  
MC\_BarrierDelete(), 85  
mc\_BarrierDelete(), 193  
MC\_BarrierInit(), 86  
mc\_BarrierInit(), 194  
MC\_CallAgentFunc(), 24, 87  
mc\_CallAgentFunc(), 28, 195  
MC\_CallAgentFuncV(), 88  
MC\_CallAgentFuncVar(), 89  
MC\_ChInitializeOptions(), 90  
MC\_CondBroadcast(), 92  
mc\_CondBroadcast(), 198  
MC\_CondReset(), 93  
mc\_CondReset(), 199  
MC\_CondSignal(), 94  
mc\_CondSignal(), 200  
MC\_CondWait(), 95  
mc\_CondWait(), 201  
MC\_CopyAgent(), 96  
mc\_current\_agent, 32, 33, 163  
MC\_DeleteAgent(), 98  
mc\_DeleteAgent(), 202  
MC\_DeregisterService(), 99  
mc\_DeregisterService(), 203  
MC\_End(), 7, 100  
mc\_End(), 204  
MC\_EXEC\_AGENT, 60  
MC\_FindAgentByID(), 101  
mc\_FindAgentByID(), 28, 205  
MC\_FindAgentByName(), 23, 102  
mc\_FindAgentByName(), 27, 206  
MC\_GetAgentArrivalTime(), 103  
MC\_GetAgentExecEngine(), 23, 104  
MC\_GetAgentID(), 105  
mc\_GetAgentID(), 208  
MC\_GetAgentName(), 108  
mc\_GetAgentName(), 211  
MC\_GetAgentNumTasks(), 109  
mc\_GetAgentNumTasks(), 212  
MC\_GetAgentReturnData(), 110  
MC\_GetAgentStatus(), 112  
mc\_GetAgentStatus(), 213  
MC\_GetAgentType(), 114  
MC\_GetAgentXMLString(), 115  
mc\_GetAgentXMLString(), 214  
MC\_GetAllAgents(), 117  
MC\_HaltAgency(), 118  
mc\_HaltAgency(), 215

mc\_host\_name, 15, 163  
mc\_host\_port, 163  
MC\_Initialize(), 6, 119  
MC\_InitializeAgencyOptions(), 121  
MC\_LoadAgentFromFile(), 123  
MC\_LOCAL\_AGENT, 60  
MC\_MainLoop(), 124  
MC\_MutexLock(), 125  
mc\_MutexLock(), 216  
MC\_MutexUnlock(), 126  
mc\_MutexUnlock(), 217  
mc\_num\_tasks, 163  
MC\_PrintAgentCode(), 127  
mc\_PrintAgentCode(), 218  
MC\_RECV\_AGENT, 60  
MC\_RECV\_CONNECTION, 60  
MC\_RECV\_MESSAGE, 60  
MC\_RECV\_RETURN, 60  
MC\_RegisterService(), 128  
mc\_RegisterService(), 28, 219  
MC\_REMOTE\_AGENT, 60  
MC\_ResetSignal(), 130  
MC\_RESTART, 163  
MC\_ResumeAgency(), 132  
mc\_ResumeAgency(), 221  
MC\_RetrieveAgent(), 133  
mc\_RetrieveAgent(), 222  
MC\_RetrieveAgentCode(), 134  
mc\_RetrieveAgentCode(), 223  
MC\_RETURN\_AGENT, 60  
MC\_RUN, 163  
MC\_SearchForService(), 136  
mc\_SearchForService(), 28, 224  
MC\_SemaphorePost(), 138  
mc\_SemaphorePost(), 226  
MC\_SemaphoreWait(), 139  
mc\_SemaphoreWait(), 227  
MC\_SendAgentMigrationMessage(), 140  
mc\_SendAgentMigrationMessage(), 228  
MC\_SendAgentMigrationMessageFile(), 7, 141  
mc\_SendAgentMigrationMessageFile(), 229  
MC\_SendSteerCommand(), 143  
mc\_SendSteerCommand(), 230  
MC\_SetAgentStatus(), 145  
mc\_SetAgentStatus(), 232  
MC\_SetDefaultAgentStatus(), 147  
mc\_SetDefaultAgentStatus(), 233  
MC\_SetThreadOff(), 148  
MC\_SetThreadOn(), 149  
MC\_Steer(), 150  
MC\_SteerControl(), 152  
MC\_STOP, 163  
MC\_SUSPEND, 163  
MC\_SyncDelete(), 154  
mc\_SyncDelete(), 234  
MC\_SyncInit(), 36, 155  
mc\_SyncInit(), 36, 235  
mc\_task\_progress, 15, 163  
MC\_TerminateAgent(), 156  
mc\_TerminateAgent(), 27, 237  
MC\_THREAD\_AI, 60  
MC\_THREAD\_ALL, 60  
MC\_THREAD\_AM, 60  
MC\_THREAD\_CL, 60  
MC\_THREAD\_CP, 60  
MC\_THREAD\_MR, 60  
MC\_THREAD\_MS, 60  
MC\_Wait(), 6  
MC\_WAIT\_CH, 60  
MC\_WAIT\_FINISHED, 60  
MC\_WAIT\_MESSGSEND, 60  
MC\_WaitAgent(), 157  
MC\_WaitRetrieveAgent(), 158  
MC\_WaitSignal(), 160  
MCAgencyOptions\_t, 6  
MCAgent\_t, 163  
persistent, 23