CSS497 Summer/Fall 2005

Redesigning and Enhancing the UWAgent Execution Engine

Status Report: Fri 09/23/2005

Summary

Dates: Sat 08/20/2005 – Fri 09/23/2005 (Summer break)

This work period:
- Modified uwacompile.sh so it no longer generates RMI stubs
- Removed all remaining RMI code/references
- Removed constants from UWPlace that were duplicated in UWUtility
- Cleaned up socket code so it all uses the UWUtility method.
- Removed AgentUtil.java
- Moved UWInject usage display to remove code duplication
- Converted System.out.println calls to UWUtility.Log
- Enhanced logging system
- Finished UWPlace changes
    - Changed UWPlace.pushClassesHashMap to pushClassHashMap
    - Removed duplicate makeByteArrayFromFile from UWInject (used the one in UWUtility)
    - Swapped –p and –n command line options, and moved default port number constant to UWUtility
    - Changed registerAgent**At**Place to registerAgent**To**Place
    - Changed unregisterAgent**To**Place to unregisterAgent**From**Place
    - Removed unused methods

Next work period:
- Start over-gateway navigation work.
- Remove AgentTeamwork-specific code from UWAgent.java