

| COURCE DI A  | N. DADT I  |  |  |
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| COURSE PLA   | N – PARII  |  |  |
| MCA , Computer Applications  |  |  |  |
| Software Agents  |  |  |  |
| CA7B3  | No. of Credits   | 3  |  |
| CA7A4  |  |  |  |
| July, 2019   | Section<br>(if, applicable)  |  |  |
| Dr. B. RAMADOSS  | Computer   |  |  |
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| Dr.B.Janet   | 1  |  |  |
| janet@nitt.edu   | Telephone No.  |  |  |
| se Type (please opropriately)  Core course Elective course   |  |  |  |
|  |  |  |  |
| BoS)   |  |  |  |
| ace Agent Metaphor was Agent Path to Predictang in Intelligent Assistatents that Reduce Worldwage - Life like Computingent Agents - Agent Corogramming - Agent Corporability | ith Character - Desible Ince: Agents for Ince Information Overlater character - S/W mmunication and co   | aformation Sharing and head - Agents without Agents for cooperative Illaboration: Overview of guage - Agent Based  |  |
| ion for Artificial Agent I advanced concepts: Agent Technology - Cas . aw," Software Agents ", yne, Michael Zyda, "Mob   | Mobile Agent Para<br>e Study: Tele Script<br>MIT Press, 2000.<br>oile Agents", Prentice  | adigm - Mobile Agent<br>, Agent Tel – Emerging<br>e Hall, 1998   |  |
|  | MCA , Computer Appl  Software Agents  CA7B3  CA7A4  July, 2019  Dr. B. RAMADOSS  brama@nitt.edu  Dr.B.Janet  janet@nitt.edu  Core course  BoS)  erience: Interacting with ace Agent Metaphor was Agent Path to Predictal agents that Reduce Workunge - Life like Computer agents and the Computer Agents of Company of Company and the Computer Agent Agent - Agent Company and the Computer Agents for Information on for Artificial Agent advanced concepts: Agent Technology - Case aw," Software Agents ", yne, Michael Zyda, "Mobile agent advanced agent age | Software Agents  CA7B3  No. of Credits  CA7A4  July, 2019  Dr. B. RAMADOSS  Department  brama@nitt.edu  Telephone No.  Dr.B.Janet  janet@nitt.edu  Telephone No.  Core course  Flective conducts and according to the predictable agent Metaphor with Character - Design and Agents - Agent Communication Over uage - Life like Computer character - S/W digent Agents for Information Gathering - Operability  Agents Technology - Case Study: Tele Scriptical Agent Technology - Case Study: Tele Sc |  |

To learn the concepts (basic to advanced levels) of agent technologies and their



| applications in developing complex software systems.           |                            |  |
|--|----------------------------|--|
| MAPPING OF COs with POs  |                            |  |
| Course Outcomes  | Programme<br>Outcomes (PO) |  |
| Define the concepts and issues of agent technology.            | 1,7                        |  |
| Explain the architecture of agent technology.                  | 1, 3, 5, 8                 |  |
| Describe communication processes involved in agent technology. | 1,5                        |  |
| Apply the concepts of mobile agents.                           | 1,3,5                      |  |

### COURSE PLAN - PART II

### **COURSE OVERVIEW**

Future software will not merely respond to requests for information, but will anticipate the user's needs and actively seek ways to support the user. These systems will also manage cooperation among distributed programs. To describe the many roles of such software, researchers use the term agent. The essays in Software Agents, by leading researchers and developers of agent-based systems, address both the state-of-the-art of agent technology and its likely evolution in the near future. This course present the views of proponents and a critic of software agents. This course describe how agents are used to enhance learning and provide intelligent assistance to users in situations where traditional direct manipulation interfaces alone are insufficient. This course discuss agent-to-agent communication and the use of agents to provide intelligent interoperability in distributed systems and the Internet.

### COURSE TEACHING AND LEARNING ACTIVITIES

| S.N<br>o. | Week/Contact<br>Hours | Topic  | Mode of Delivery    |
|-----------|-----------------------|--|---------------------|
| 1.        |                       | Introduction to Software Agent   | Chalk and Talk, PPT |
| 2.        | Week 1/ 3hrs          | Agent and user experience: Interacting with Agents   | Chalk and Talk, PPT |
| 3.        |                       | Agent from Direct Manipulation to<br>Delegation and Interface Agent Metaphor<br>with Character       | Chalk and Talk, PPT |
| 4.        | Week 2/ 3hrs          | Designing Agents   | Chalk and Talk, PPT |
| 5.        |                       | Direct Manipulation versus Agent Path to Predictable   | Chalk and Talk, PPT |
| 6.        |                       | Agents for Learning in Intelligent Assistance:<br>Agents for Information Sharing and<br>Coordination | Chalk and Talk, PPT |
| 7.        | Week 3/ 3hrs          | Agents that Reduce Work Information<br>Overhead  | Chalk and Talk, PPT |



|     |              |   | Challe and Talle DDT |
|-----|--------------|---|----------------------|
| 8.  |              | Agents without Programming Language             | Chalk and Talk, PPT  |
| 9.  |              | Life like Computer character                    | Chalk and Talk, PPT  |
| 10. |              | S/W Agents for cooperative Learning             | Chalk and Talk, PPT  |
| 11. |              | Architecture of Intelligent Agents              | Chalk and Talk, PPT  |
| 12. | Week 4/ 4hrs | Agent communication and collaboration: Overview | Chalk and Talk, PPT  |
| 13. |              | Overview of Agent Oriented Programming          | Chalk and Talk, PPT  |
| 14. |              | Agent Communication Language                    | Chalk and Talk, PPT  |
| 15. | Week 5/ 3hrs | Agent Based Framework of Interoperability       | Chalk and Talk, PPT  |
| 16. |              | Agent Architecture                              | Chalk and Talk, PPT  |
| 17. |              | Agents for Information Gathering                | Chalk and Talk, PPT  |
| 18. | Week 6/ 3hrs | Open Agent Architecture                         | Chalk and Talk, PPT  |
| 19. |              | Communicative Action for Artificial Agent       | Chalk and Talk, PPT  |
| 20. |              | Mobile agents                                   | Chalk and Talk, PPT  |
| 21. | Week 7/ 3hrs | Mobile agents and advanced concepts             | Chalk and Talk, PPT  |
| 22. |              | Mobile Agent Paradigm                           | Chalk and Talk, PPT  |
| 23. |              | Mobile Agent Concepts                           | Chalk and Talk, PPT  |
| 24. | Week 8/ 3hrs | Mobile Agent Technology                         | Chalk and Talk, PPT  |
| 25. |              | Summary of Mobile Agents                        | Chalk and Talk, PPT  |
| 26. |              | Overview of case studies                        | Chalk and Talk, PPT  |
| 27. | Week9/ 3hrs  | Case Study: Tele Script                         | Chalk and Talk, PPT  |
| 28. |              | Case Study: Agent Tel                           | Chalk and Talk, PPT  |
| 29. |              | Emerging Agent Technologies                     | Chalk and Talk, PPT  |
| 30. | Week10/ 3hrs | Software Agent Revision                         | Chalk and Talk, PPT  |
| 31. |              | Summary   | Chalk and Talk, PPT  |



| COUF      | RSE ASSESSMENT METHODS ( | shall range from 4 to                    | 6)       |             |
|-----------|--------------------------|--|----------|-------------|
| S.N<br>o. | Mode of Assessment       | Week/Date                                | Duration | % Weightage |
| 1         | Cycle Test 1             | As per schedule                          | 60 mins  | 20          |
| 2         | Cycle Test 2             | As per schedule                          | 60 mins  | 20          |
| 3         | Assignment               | 7 <sup>th</sup> to 10 <sup>th</sup> week |          | 10          |
| СРА       | Compensation Assessment* | 12 <sup>th</sup> week                    | 120 mins | 40          |
| 4         | End Semester Exam        | As per schedule                          | 180      | 50          |

COURSE EXIT SURVEY (mention the ways in which the feedback about the course shall be assessed)

- The students through the class representative may give their feedback at any time to the course chairman which will be duly addressed.
- > The students may also give their feedback during class committee meeting.
- > Course Outcome Survey' form will be distributed on the last working day to all the students and the feedback on various rubrics will be analyzed.
- The COs will be computed after arriving at the final marks.

### COURSE POLICY (including compensation assessment to be specified)

Students who are all absent for both the cycle test for a genuine reason may be given CPA and it will cover the portion of cycle test 1 and 2.

### ATTENDANCE POLICY (A uniform attendance policy as specified below shall be followed)

- > At least 75% attendance in each course is mandatory.
- A maximum of 10% shall be allowed under On Duty (OD) category.
- > Students with less than 65% of attendance shall be prevented from writing the final assessment and shall be awarded 'V' grade.

#### ACADEMIC DISHONESTY & PLAGIARISM

Possessing a mobile phone, carrying bits of paper, talking to other students, copying from others during an assessment will be treated as punishable dishonesty.



- Zero mark to be awarded for the offenders. For copying from another student, both students get the same penalty of zero mark.
- ➤ The departmental disciplinary committee including the course faculty member, PAC chairperson and the HoD, as members shall verify the facts of the malpractice and award the punishment if the student is found guilty. The report shall be submitted to the Academic office.
- > The above policy against academic dishonesty shall be applicable for all the programmes.

### ADDITIONAL INFORMATION, IF ANY

The students can get their doubts clarified at any time with their faculty member with prior appointment

FOR APPROVAL

Course Faculty

CC-Chairperson