Abstract

Real-time agent based systems are characterized by their complexity in which several skills are required in all development process stages. Specially, the communication between the different development groups is a vital task. The graphical specifications play an interesting role in understanding system aspects. In this paper we propose the transformation of XML
based AR-TIS agent specifications to graphical representations. Using our approach we can visualize the ARTIS agent specifications in informal graphical representation designed for all kinds of users or in based object UML diagram designed for specialist users. Moreover, a tool is developed to support the visualization process.

Reference


**Index Terms**

Computer Science \hspace{2cm} Real-time Systems

**Key words**

Real Time Agents \hspace{2cm} ARTIS Model \hspace{2cm} MAS

Understanding

Object UML Diagram

XML