

DEVELOPING OF UML IN THE DESIGN OF MULTI-SOFTWARE SYSTEMS

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Abstract

Designing agent-based systems is a complex and demanding task. As agents are in itself software systems, they should be treated as such and well known software engineering principles should be taken into consideration while designing agent based systems. In this paper, we are investigating how UML can be exploited to design a multi agent system at the agent level and its relevance to the concepts covered in our course, which deals with agent oriented software engineering. The paper presents a brief background on UML and a set of agent oriented diagrams intended to provide an UML-based notation to model: *i)* the architecture of the multi-agent system, *ii)* the ontology followed by agents and *iii)* the interaction protocols used to co-ordinate agents. We then see how this work is related to the concepts studied in our course.