



THE BISIMULATION GAME GAME

Including the CCS Visualizer and Simulator



supported by
it-vest
networking universities

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QUICK START

- Download:
[[bisim.tgz](#)] [[bisim.zip](#)]
[[bisim-full.tgz](#)] [[bisim-full.zip](#)] (including source code and documentation)
- Run: `java -jar bisim.jar`

REQUIREMENTS

- The [Graphviz dot](#) program is used to layout graphs. Make sure you have `dot` installed on your machine, and specified the path to it in the file `properties.txt`
- [Java 5](#)

USAGE

- Input files must be made using the [Edinburgh Concurrency Workbench](#) to write the graph of an agent, into a file with the same name as the initial state, and file extension `.graph`, e.g. as:

```
agent MyAgent = ...;  
output "MyAgent.graph";  
graph MyAgent;  
quit;
```

- Example files are included in the distribution.
- The BNF of a file is:
`<file> := <agent>*`
`<agent> := <newline> <statename> <newline> (<transition>+ | None.)`
`<transition> := --- <actionname> ---> <statename>`

SCREEN SHOTS

- [Coke machines](#)
- [Another game](#)
- [Simulation mode](#)
- [Animated play](#)

LINKS

- [Edinburgh Concurrency Workbench](#)

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