UNIT I   AGENTS – OVERVIEW
Agent Definition – Agent Programming Paradigms – Agent Vs Object – Aglet – Mobile
Agents – Agent Frameworks – Agent Reasoning.

UNIT II  JAVA AGENTS
RPCs – Distributed Computing – Aglets Programming – Jini Architecture – Actors and
Agents – Typed and proactive messages.

UNIT III  MULTIAGENT SYSTEMS
Interaction between agents – Reactive Agents – Cognitive Agents – Interaction protocols
– Agent coordination – Agent negotiation – Agent Cooperation – Agent Organization –
Self-Interested agents in Electronic Commerce Applications.

UNIT IV  INTELLIGENT SOFTWARE AGENTS
Interface Agents – Agent Communication Languages – Agent Knowledge
Representation – Agent Adaptability – Belief Desire Intension – Mobile Agent
Applications.

UNIT V   AGENTS AND SECURITY
Agent Security Issues – Mobile Agents Security – Protecting Agents against Malicious
Hosts – Untrusted Agent – Black Box Security – Authentication for agents – Security
issues for Aglets.

TOTAL  = 45

REFERENCES:
5. Gerhard Weiss, "Multi Agent Systems – A Modern Approach to Distributed