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Abstract
Agent technology has been widely accepted and used in years. However, due to the properties of software agents, the modeling capability of traditional methods are insufficient to describe agents' behavior and properities. Thus, in recent years, we have seen the emergence of the field AOSE (agent-oriented software engineering), and its accelerating progress there have been plenty of research results concerning the modeling mthods and languages developed for agent systems.

The existing modeling methods, however, are using nonstandard diagrams to model agent systems; this tends to create extra learning load for engineers and be inconvenient for them to communicate. On the other hand, the well-known modeling language AUML (Agent UML), which is based on the standard object-oriented modeling language UML, still has not fully developed, and so far there is no any modeling method associated with it. For these reasons, in this thesis, we proposes a new systematic modeling method, named UMAM (UML-based Multi-Agent Modeling). This method includes construction guidelines in each of seven phases and uses extended UML for the agents' properties, e.g., agent class, mobility, etc. to direct engineers step by step how to model agent systems from each different view. In order to examine its feasibility and practicability, this thesis also provides an example the internet collective-buying system to experience UMAM.
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