



**Assumptions** are what the modeler assumes when moving from the real world problem to a model. Assumptions are sometimes a simplification and sometimes a specification. Some assumptions can be hidden or unknown to the person creating the model.

**Local Variable:** A variable that can be used by any agent but only in the procedure or command block where it is declared.

**Agent Variable:** A variable that can only be used by a specific agent

**Turtle Variables:** A turtle-specific variable. Each turtle has its **own** value for every turtle variable.

**Patch Variables:** A patch-specific variable. Each patch has its **own** value for every patch variable.

**Link Variables:** A link-specific variable. Each link has its **own** value for every link variable.

**Global Variable:** A variable that can be used by any agent at any location in any procedure in the code. There is only one value of each global variable at any time.

**Slider:** A NetLogo specific interface input device that sets a global variable to a number in a range of values. to the maximum value.

**Switch:** A NetLogo specific interface input device that sets a global variable to a boolean value (On/Off).

**Input Box:** A NetLogo specific interface input device that sets a global variable to a string, number or color. The String can be a simple string or a command or reporter (checks syntax). The number can be any type of number. The color can be chosen from the NetLogo color table.

**Monitor:** A NetLogo specific interface output device that outputs the current value of a specific variable as the program is executed.

**Graph:** A NetLogo specific interface output device that can output more than one variable at a time, drawing a line for each variable value, thus keeping a running history of the value of each variable. The variable output is updated as the program is executed.