Instructions for simulation

1. Files

**For 1st model**

Colour.pal: it indicates colours associated to all states.

f\_rule.inc: it includes macros which are used to determine the parameters and some useful functions.

AvainInfluenza.LOG: an outcome of the spreading of the flu.

AvainInfluenza.ma: it is the configuration of whole model , which includes rules, definitions, and initial values.

Avain.val: initial values. You can set a specific value to every cell.

**For 2nd model**

Colour.pal: it indicates colours associated to all states.

F\_rule\_1.inc: it includes macros which are used to determine the parameters and some useful functions.

Avainflu(boundary).LOG: an outcome of the spreading of the flu in map.

Avainflu(boundary).ma: it is the configuration of whole model , which includes rules, definitions, and initial values.

flu.val: initial values. You can set a specific value to every cell.

**For 3rd model**

Colour.pal: it indicates colours associated to all states.

A\_rule.inc: it includes macros which are used to determine the parameters and some useful functions.

A\_dead.LOG: an outcome of the spreading of the flu in map.

A\_dead.ma: it is the configuration of whole model , which includes rules, definitions, and initial values.

Avain.val: initial values. You can set a specific value to every cell.

2. Simulation guides

This graph shows the setting of the simulation. The stop time should be infinite to complete the entire process of simulation.

Open the CD++ modeler, and set the palette with the “Colour.pal Light Cyan cell is in the state of susceptible

Gray one is in state of infectede

Orange cel is in state of questionable

Green ones shows Immuned

Red cell define the state of death

Golden cell define boundary