

# A Hands-on Tutorial on the CST Cognitive Architecture

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# Introduction

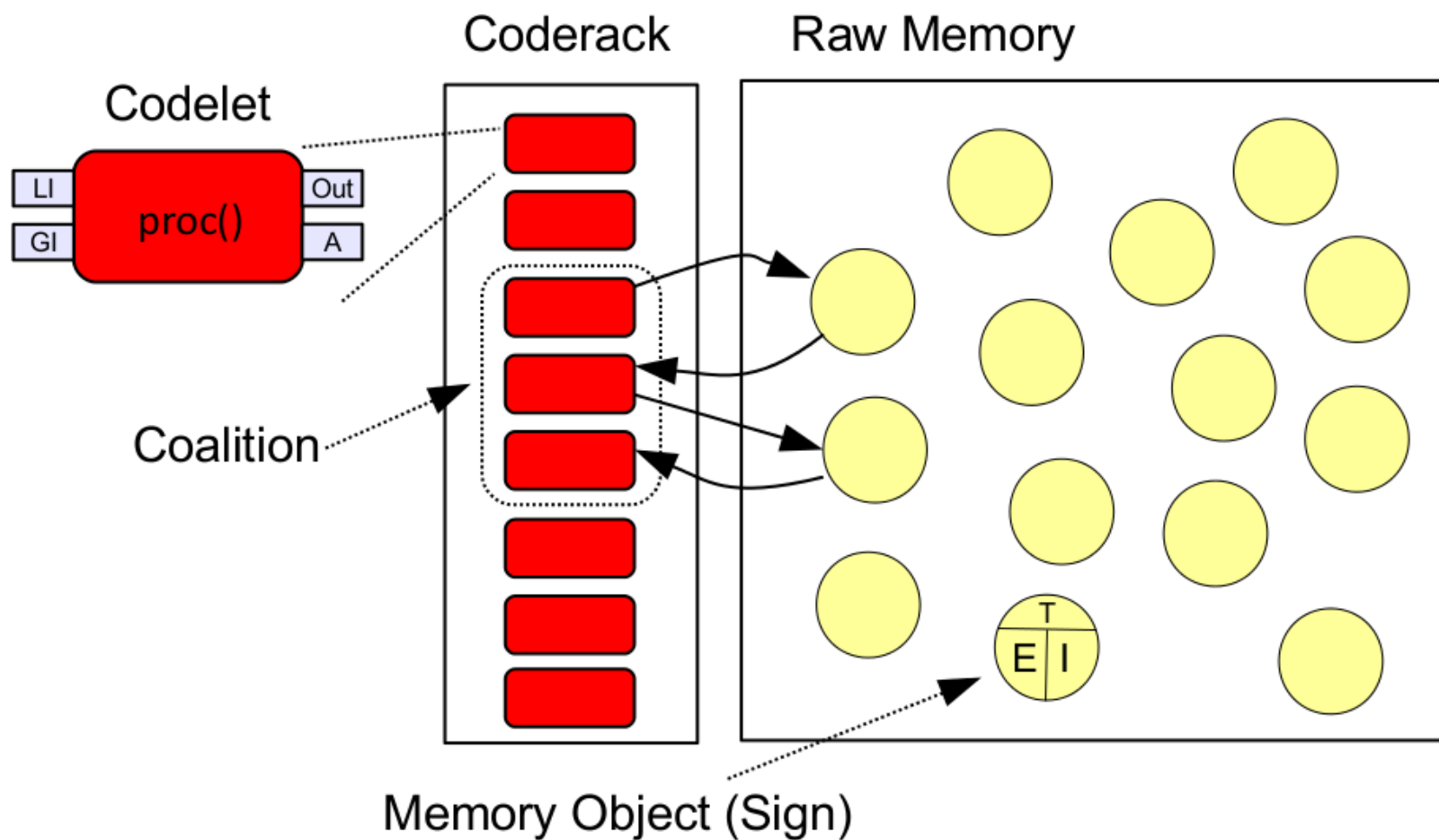
## ■ Main Goal

- To provide a hands-on experience on how to use the CST Cognitive Systems Toolkit

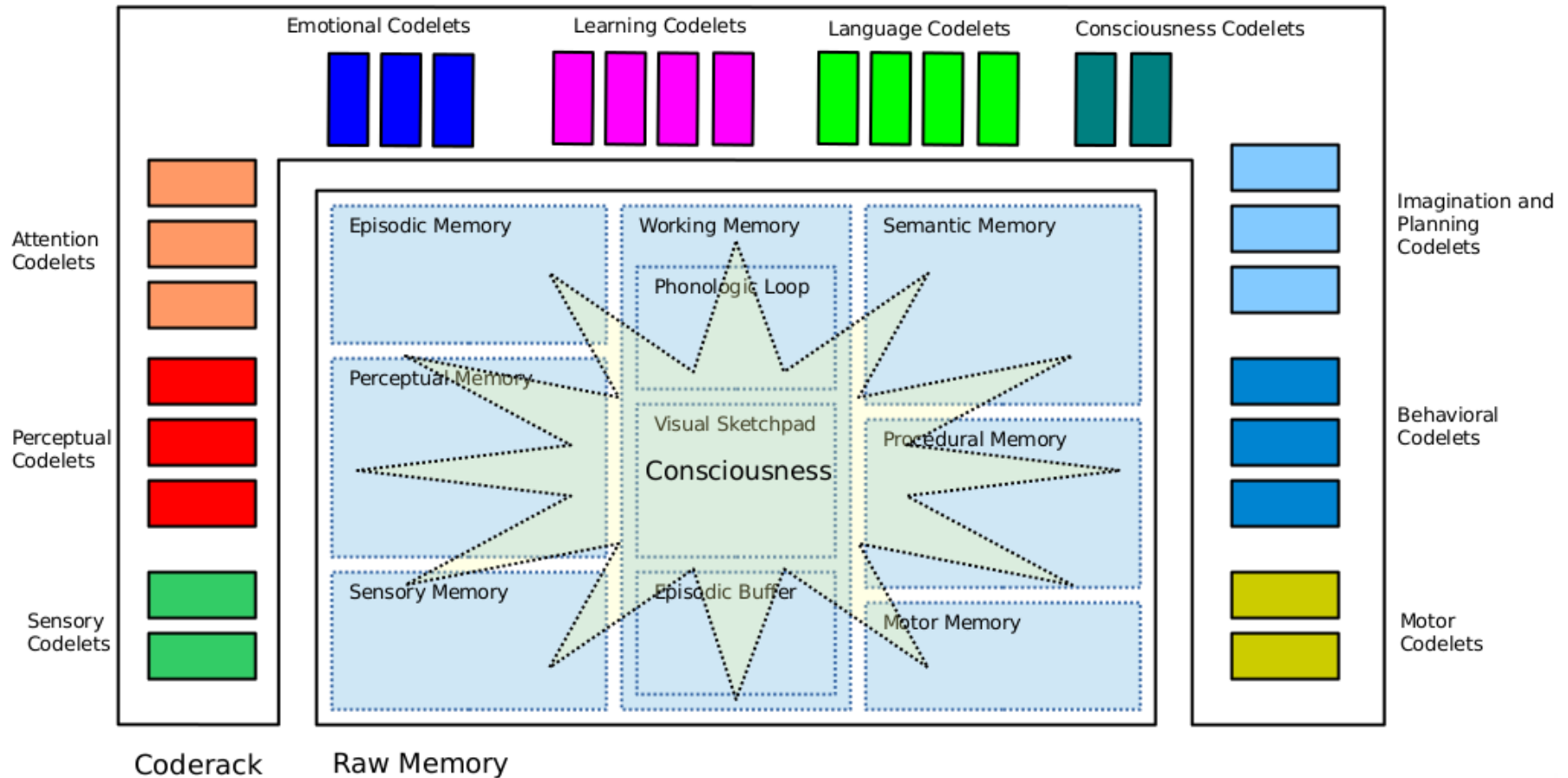
## ■ Requirements

- Practice on Java programming (you might actually need to understand Java code and be able to generate your own code to conclude the tutorial)
- If using your notebook, you might need the following packages installed:
  - Java SDK 1.8
  - Netbeans

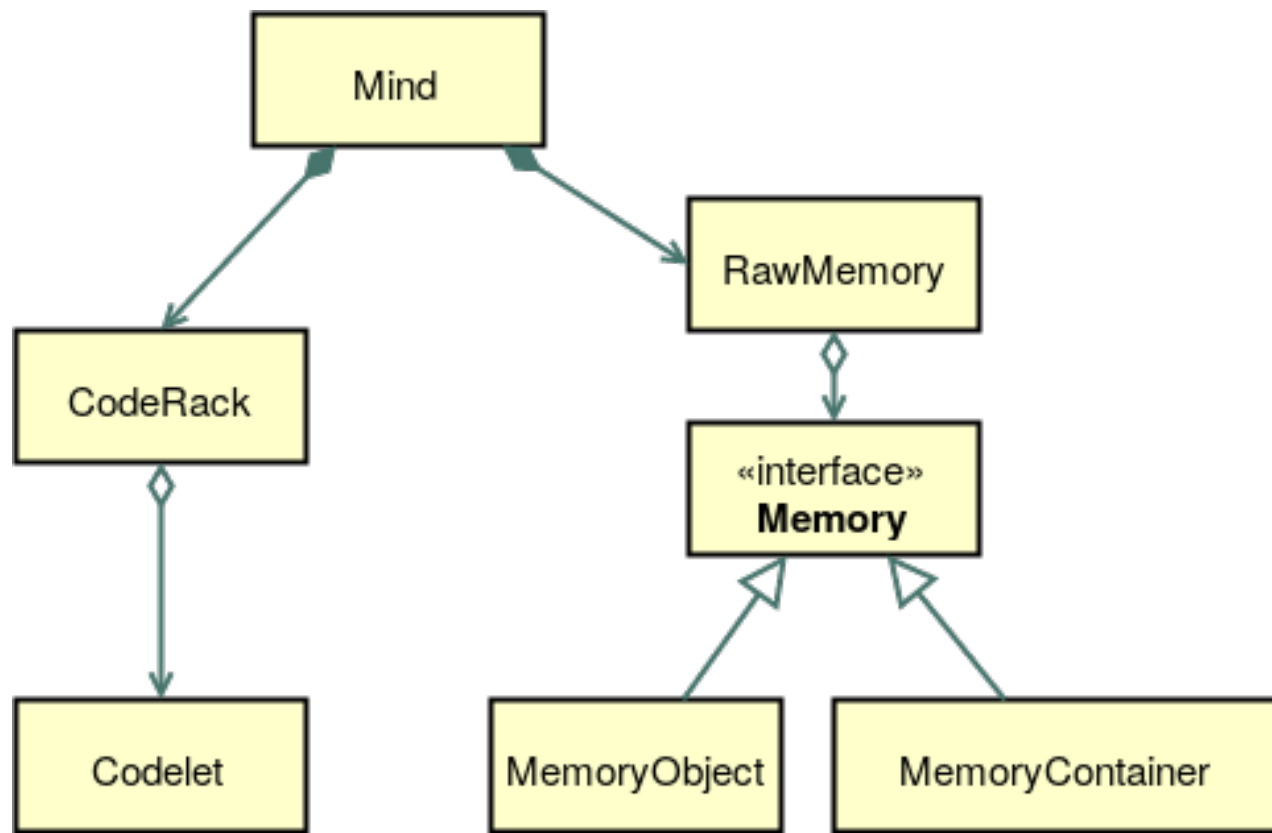
# The CST Core



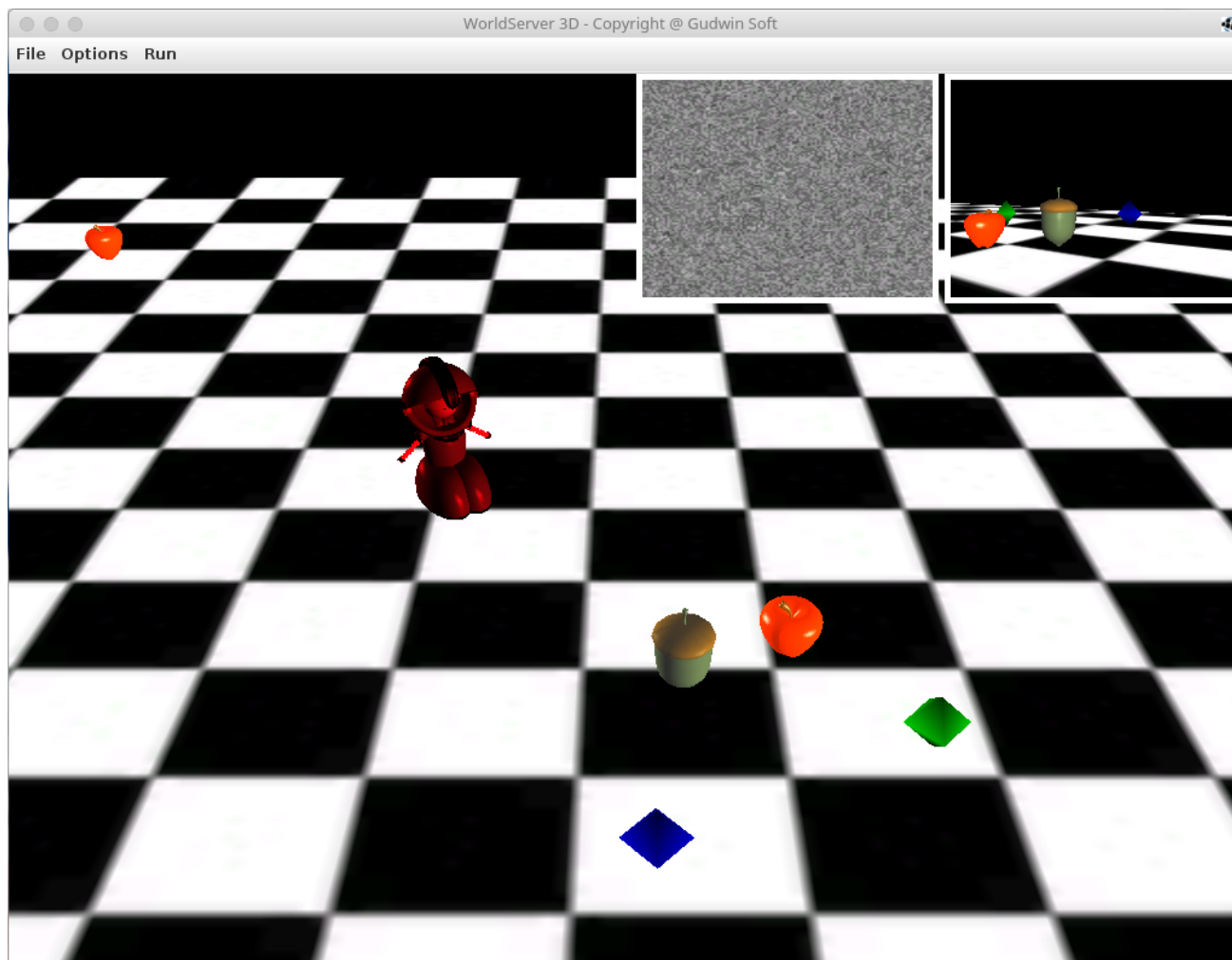
# The CST Reference Cognitive Architecture



# The Core Classes



# The Application: WorldServer3D



# The Leaflet

Knapsack and Score - creature 0

Creature\_1501335586570

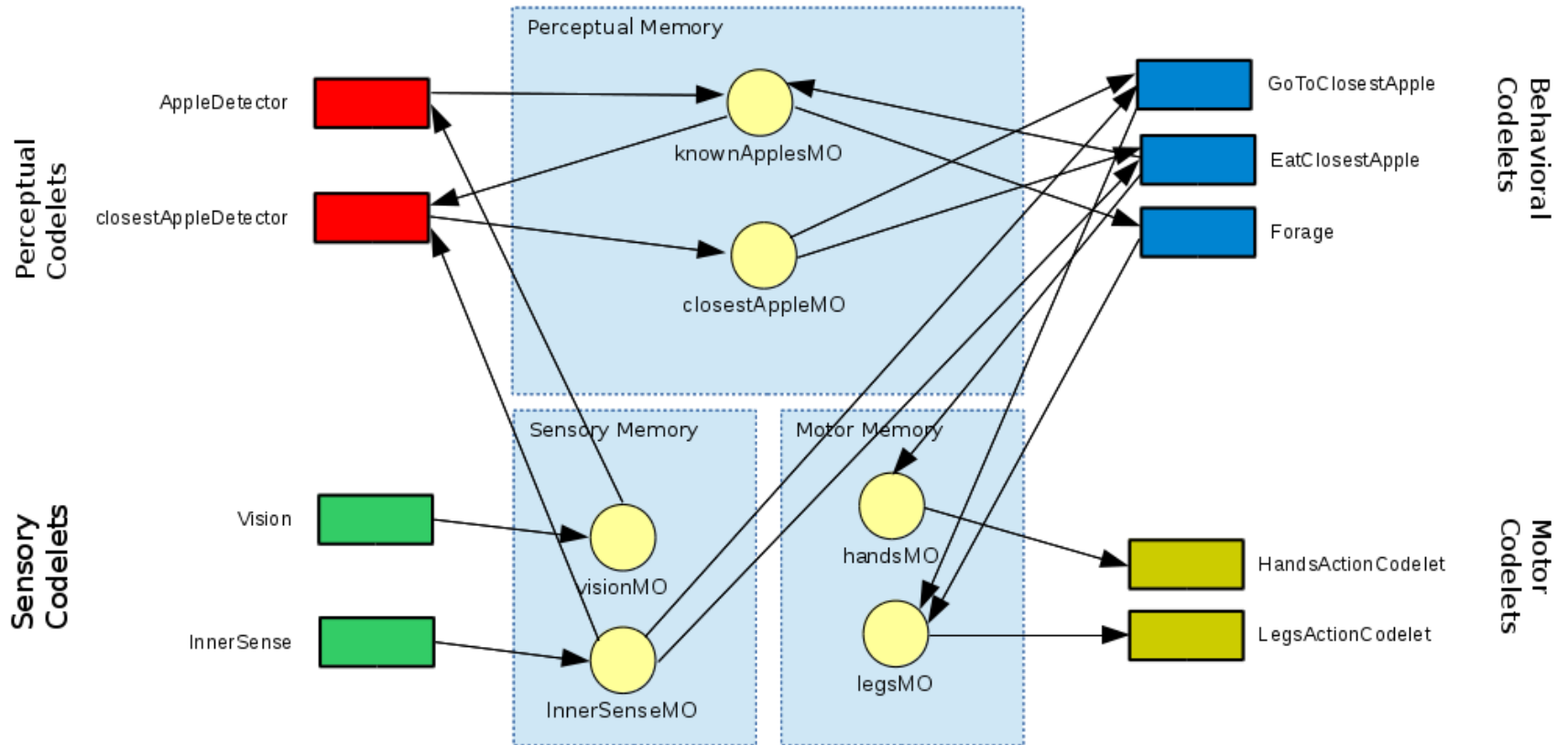
Knapsack:		Leaflets:			Score:	
Red	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	Score:	<input type="text" value="0"/>
Green	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	Food:	
Blue	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	PFood:	<input type="text" value="0"/>
Yellow	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	NPFood:	<input type="text" value="0"/>
Magenta	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		
White	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		
Completed:		NO	NO	NO		
Leaflet value:		0	0	0		

Energy:

Hormones:

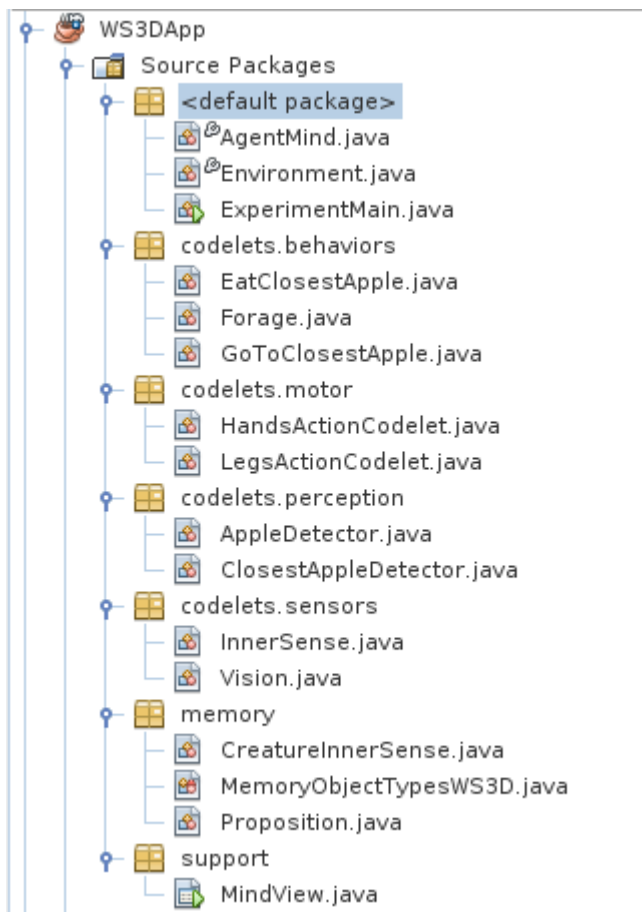
Serotonin:	<input type="text" value="0%"/>
Endorphine:	<input type="text" value="0%"/>

# The WS3DApp





# WS3DApp Classes in Java



# Main Tasks

## ■ Preparations

- <http://cst.fee.unicamp.br/raai2019>
- Main installations: Java + Netbeans + Source Code

## ■ Activity 1:

- Understand the Demo Code
  - Understand WS3D
  - Understand WS3DProxy
  - Understand DemoCST

## ■ Activity 2:

- Enhance the DemoCST in order to extend its functionalities

# Memory Container

