

```

breed [hares hare]
breed [lynx a-lynx]

hares-own [ age ]
lynx-own [ energy age ]

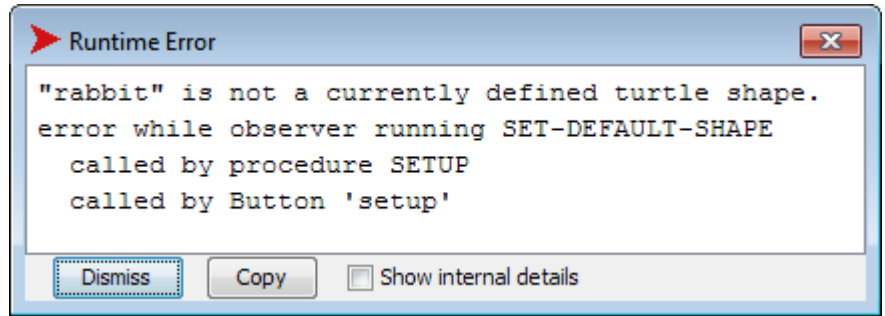
to setup
  clear-all

  set-default-shape hares "rabbit"

  create-hares initial-hares
  [
    set color white
    set size 1.5
    setxy random-xcor random-ycor
    set age 0
  ]

  set-default-shape lynx "cat"

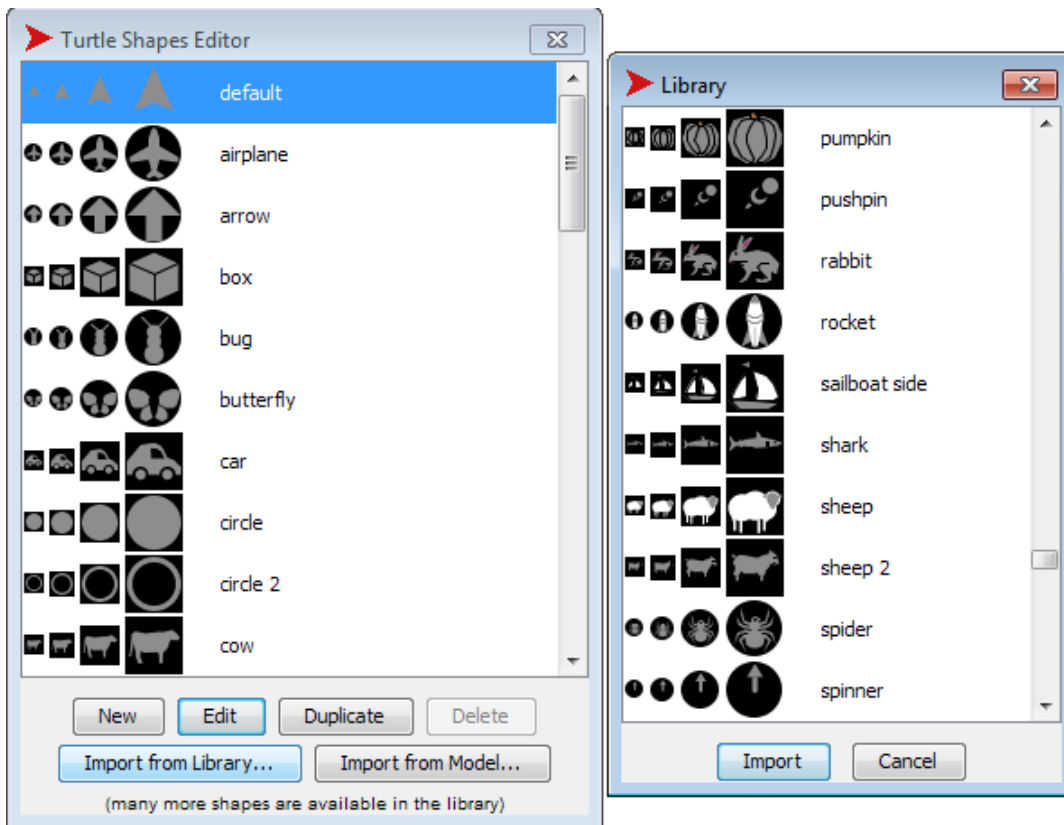
```



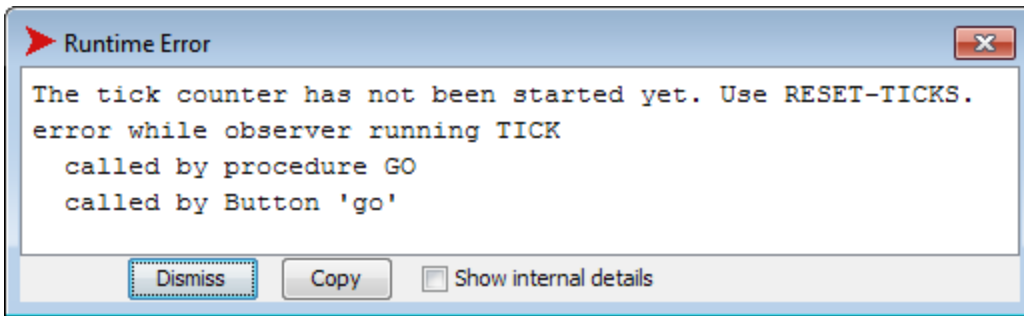
Tools menu > Turtle Shapes Editor Import from Library...

Find and select the “Rabbit” shape in the LIBRARY and then click IMPORT. Or use a different SHAPE.

Find and select the “Cat” shape from the LIBRARY too, or use a different SHAPE for your predator.



*NOTE HOW THE CODE HAS BEEN **INDENTED** NICELY (**Horizontal White Space**) and the **BLANK LINES** (**Vertical White Space**). It is much MORE READABLE and the logic stands out more clearly. The comments have been removed as well, because they were useless and redundant.*



Put the NetLogo statement **RESET-TICKS** in your SETUP procedure code.

```

    set energy random (3 * energy-per-hare-eaten)
  ]
  reset-ticks      ;; BE SURE TO add this RESET-TICKS statement in "TO SETUP" procedure...
  ;;update-plot   <----- NOT NEEDED latest NETLOGO version 5.  DELETE IT or ;; it.
END
TO GO
  if not any? turtles [ stop ]

  ask turtles

```

DELETE UPDATE-PLOT or else COMMENT it out with **;; update-plot** as shown above. IT IS NOT NEEDED in Netlogo version 5. The procedure update-plot is NOT NEEDED either. Don't type it in or use it. I am showing it COMMENTED OUT BELOW HERE.

```

    set energy energy / 2
  ]
end

      ***** update-plot ***** <--- NOT NEEDED in NETLOGO version 5
;; to update-plot
;;   set-current-plot "hare-lynx"      ;; Note, this is the name you
;;   set-current-plot-pen "hares"     ;; and this is the name for or
;;   plot count hares                 ;; With that pen, plot the num
;;   set-current-plot-pen "lynx"     ;; Switch to the lynx plot per
;;   plot count lynx                 ;; With that pen, plot the num
;; end

```

So you do not need to call UPDATE-PLOT at all so leave out or comment out the update-plot PROCEDURE and the two different times that UPDATE-PLOT is used in the code. It was used once in SETUP and once in GO. NetLogo 5.0.4 has provided a better way to PLOT, so the complicated update-plot CODE is NOT NEEDED.

As you can see, TICK is still in the code at the very end of the TO GO procedure. The beginning of this document showed the ERROR message you get unless you add the **RESET-TICKS** statement in the TO **SETUP** procedure.

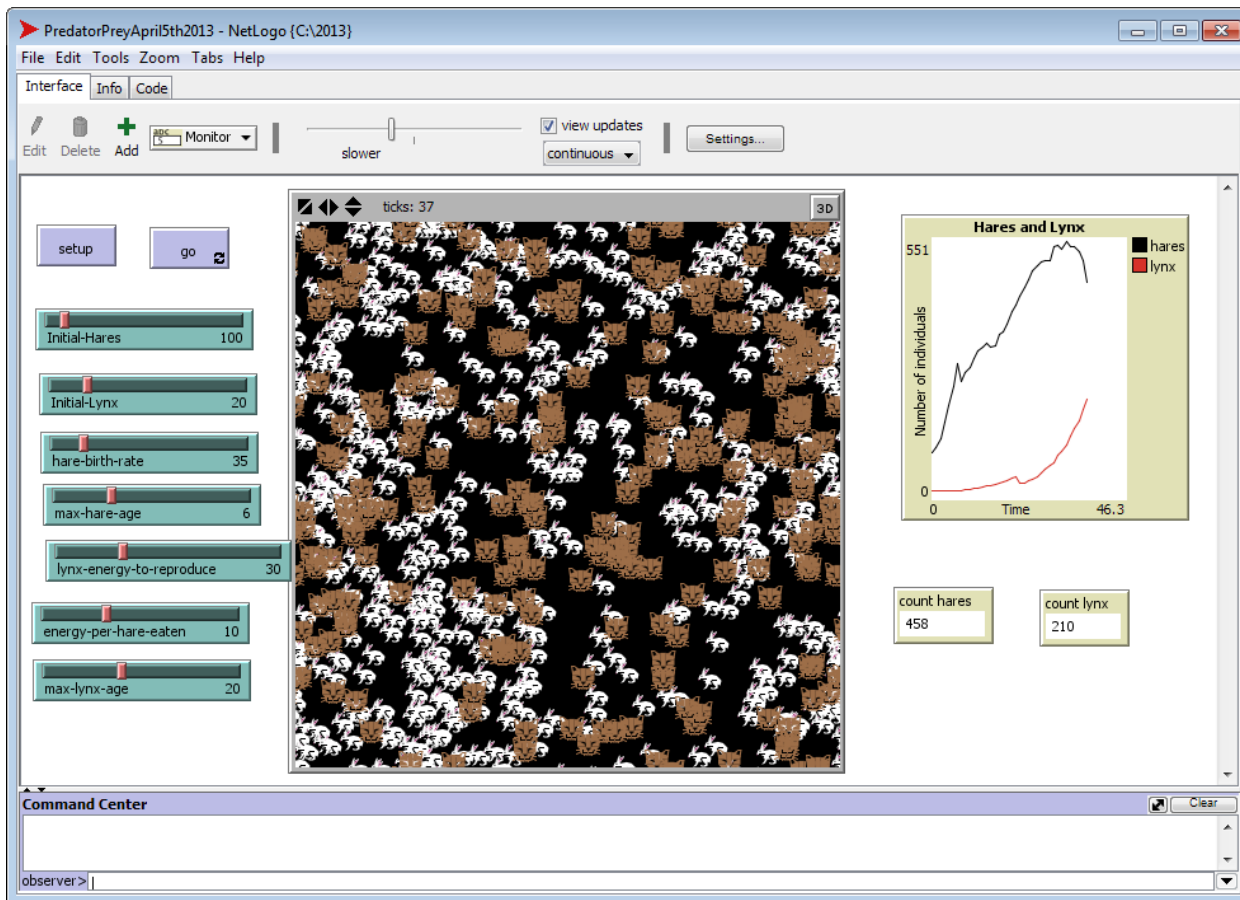
```

    tick

    ;; update-plot
  end
to take-a-step

  right random 50
  left random 50
  forward 1
end

```



Here is what the PLOT setup looks like for NETLOGO 5.0.4. Note the SHOW LEGEND checkbox!

Note the place to put the PEN UPDATE COMMANDS and the button to ADD PEN.

