```
turtles-own
 water ;; Amount of stored water
          ;; Amount of stored sugar
 adjacent ;; Holds the identity of the adjacent turtles when nutrients are being shared
patches-own
 moisture ;; Amount of water in the soil
        ;; Amount of light available for the leaves to turn into sugar
]
to setup-patches
 clear-all
 ask patches
  ifelse pycor > 0
  [;; Allocate Light
   ifelse (random (world-width ^ 2)) < (nutrient-density * world-width)
   [ set light random nutrient-concentration ]
   [ set light 5 ]
  [;; Allocate Moisture
   ifelse (random (world-width ^ 2)) < (nutrient-density * world-width)
   [ set moisture random nutrient-concentration ]
   [ set moisture 5 ]
  ]
 diffuse-light
 diffuse-moisture
 ask patches
  ifelse pycor > 0
   set pcolor scale-color yellow light 14 -1
   set moisture 5 ;; No moisture in the light area
  ]
   set pcolor scale-color blue moisture 14 -1
   set light 5 ;; No light in the moisture area
  ;; draw the ground
```

```
if pycor = 0 and abs pxcor > 2
  [ set pcolor gray ]
 ]
 reset-ticks
end
to diffuse-light
 diffuse light 0.1
 if max [light] of patches > 15
 [ diffuse-light ]
end
to diffuse-moisture
 diffuse moisture 0.1
 if max [moisture] of patches > 15
 [ diffuse-moisture ]
end
to setup-plant
 set-default-shape turtles "circle"
 ;; Kill the old Plant
 ask turtles [ die ]
 ;; Create the new Plant
 create-turtles 1
  set color brown
  set sugar 5000
  set water 5000
  set heading 0
  hatch 1
   set color green fd 1
  ]
]
end
to grow
 ask turtles [
 ;; Get Nutrients from environment
 ifelse color = green
 [ set sugar sugar + light ]
 [ set water water + moisture ]
```

```
;; Grow Plant
 if random 100 < 1
  hatch 1
   move
   ;; Five Conditions under which the new growth should be aborted
   if sum [count turtles-here] of neighbors >= 3 [ die ] ;; Overcrowding
   if any? other turtles-here [die];; Overlapping
   if color = green and pycor < 1 [ die ] ;; Leaves Underground
   if color = brown and pycor > 0 [ die ] ;; Roots Aboveground
   if pcolor = gray [die];; In the ground
   set sugar 1
   set water 1
  ]
 1
 share-with-gs
 ;; Use Resources
 set sugar sugar - 0.1
 set water water - 0.1
 if sugar <= 0 or water <= 0 [ die ]
 tick
end
to move
 ifelse cactus?
 [;; Plant grows up and down only
  set heading 180 * random 2
  rt 30 - 30 * random 3
 [;; Plant grows in all directions
  rt random-float 360
 ;; if this is the edge of the world obviously don't grow there.
 ifelse can-move? 1
 [fd 1]
 [ die ]
end
to share-with-gs
 set adjacent nobody
 if any? turtles-at 1 1
```

```
[ set adjacent one-of turtles-at 1 1
  share-up
 if any? turtles-at 0 1
 [ set adjacent one-of turtles-at 0 1
  share-up
 if any? turtles-at -1 1
 [ set adjacent one-of turtles-at -1 1
  share-up
 if any? turtles-at 10
 [ set adjacent one-of turtles-at 1 0
  share-side
 if any? turtles-at 1 -1
 [ set adjacent one-of turtles-at 1 -1
  share-down
 if any? turtles-at 0 -1
 [ set adjacent one-of turtles-at 0 -1
  share-down
 if any? turtles-at -1 -1
 [ set adjacent one-of turtles-at -1 -1
  share-down
 1
end
to share-up
 let old-water water
 set water 0.95 * water + 0.02 * [water] of adjacent
 ask adjacent [ set water 0.98 * water + 0.02 * old-water ]
end
;; Nutrients are shared equally, but the sharing is executed by the left turtle
to share-side
 let old-water water
 set water 0.95 * water + 0.05 * [water] of adjacent
 ask adjacent [ set water 0.95 * water + 0.05 * old-water ]
 let old-sugar sugar
 set sugar 0.95 * sugar + 0.05 * [sugar] of adjacent
 ask adjacent [ set sugar 0.95 * sugar + 0.05 * old-sugar ]
```

## end

```
to share-down
let old-sugar sugar
set sugar 0.95 * sugar + 0.02 * [sugar] of adjacent
ask adjacent [ set sugar 0.98 * sugar + 0.05 * old-sugar ]
end
```

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