

**Homework 5-1-2022**

**Task 1**

Start with the classwork code. Add a method to the voter class in which the voter (whom we call the “sender”) contacts another randomly chosen voter (whom we call the “receiver”) and tries to convince them to change ideology.

Assume that the sender can convince the receiver only if the sender’s interest in politics is greater than the receiver’s interest in politics.

If the sender is successful, the new ideal point of the receiver moves halfway closer to the ideal point of the sender.

For example, if the sender’s ideal point is 0.1 and the receiver’s ideal point is 0.6, the receiver’s new ideal point moves to 0.35 (but only if the sender has a higher interest in politics than the receiver).

How does this affect the results?

**Task 2**

Fix the .vote() method in the voter class: If the voter does not vote, the vote choice should be equal to -1.

How does this affect the results?

**Task 3**

Add a new feature to the model. Use your imagination. It can be something that the voters or candidates do. Or you can introduce a new type of actor that would affect the voters or candidates. Have fun with it.

We will explore your code and discuss your ideas in class.