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/* *****
 *   CreateAgent.java
 *   Handles the creation of new derivatives
 *   *****
package player.playeragent;

import player.*;
import edu.neu.ccs.demeterf.demfgen.lib.List;
import gen.*;

/** Class for creating a derivative */
public class CreateAgent implements PlayerI.CreateAgentI{
    static double staticPrice = .25;

    /** Returns a newly created derivative of a different type than already existing derivatives */
    public Derivative createDerivative(Player player, List<Type> existing){
        Price price = new Price(staticPrice);
        int rand = Util.random(26);
        double thePrice = (rand * .01) + .24;
        Derivative d = new Derivative(Util.freshName(player), player.id, new Price(thePrice), Util.freshType(existing));
        //double bEven = Util.breakEven(d);
        //d.price = new Price(Math.min(1.0, staticPrice));

        return d;
    }
}

```