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**function** SKELETON-AGENT(*percept*) **returns** action  
**static:** *memory*, the agent's memory of the world

*memory*  $\leftarrow$  UPDATE-MEMORY(*memory*, *percept*)  
*action*  $\leftarrow$  CHOOSE-BEST-ACTION(*memory*)  
*memory*  $\leftarrow$  UPDATE-MEMORY(*memory*, *action*)  
**return** *action*