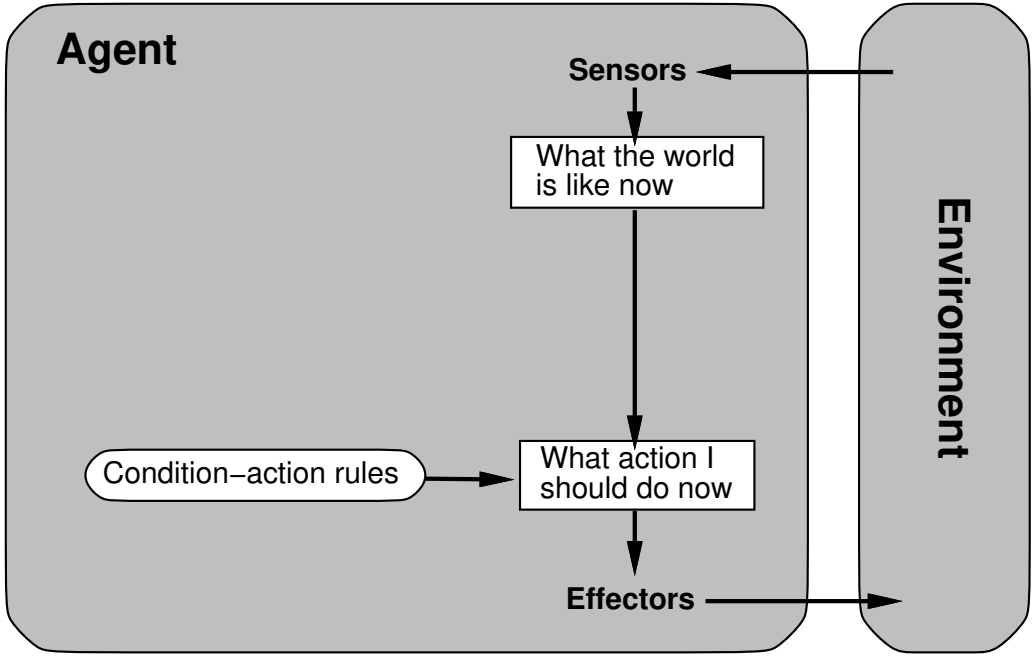
Agent
Sensors
What the world is like now
Condition–action rules
What action I should do now
Effectors
Environment