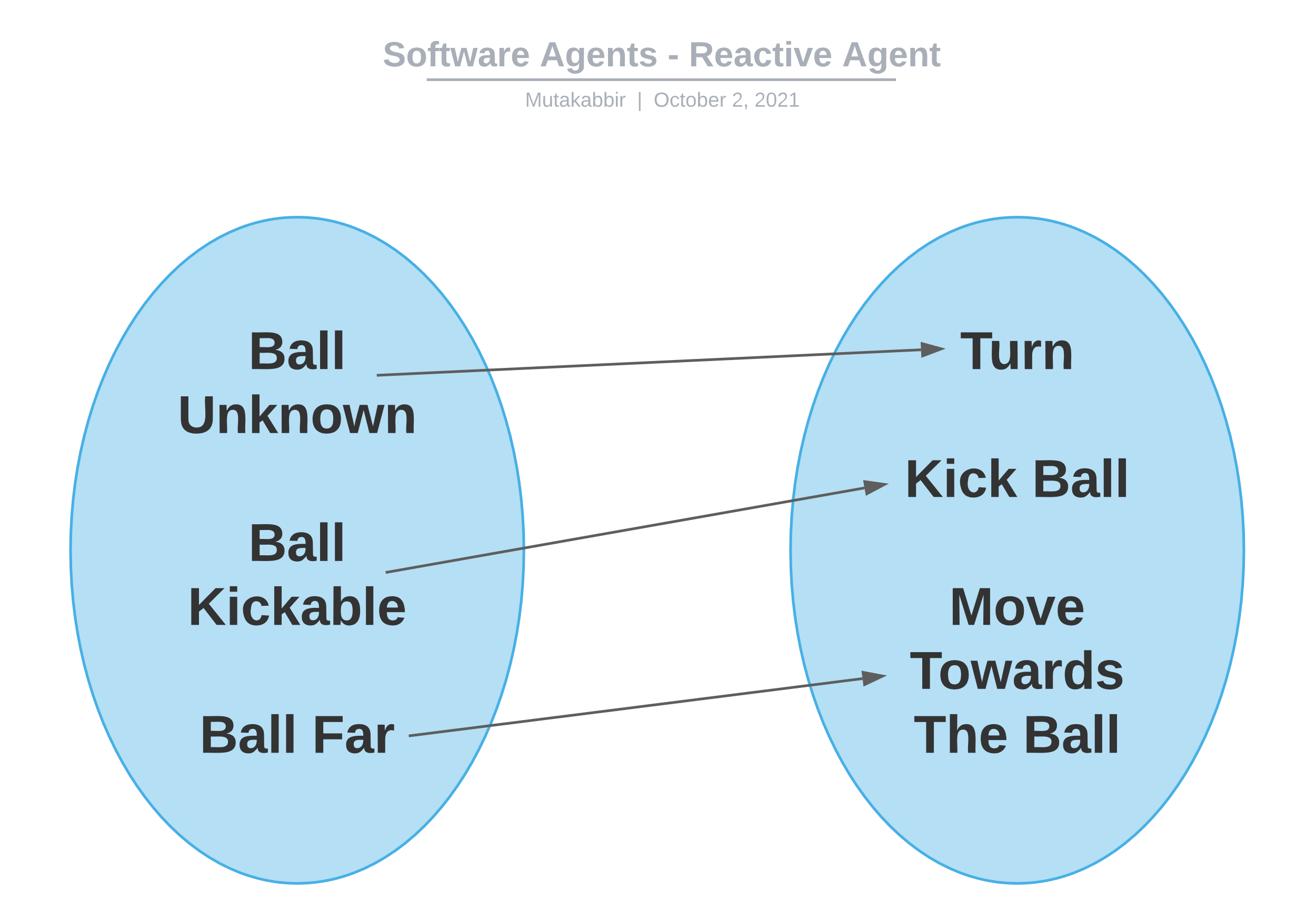
**Read Config File:**

* File is in Krislet Folder. File Name: ReactiveAgent\_Mapping.csv
* Each line contains a pair of envirenment and action seperated by a "," which represents a single maping [Eg: E1,Ac1]

**Edit Config File:**

Create a mapping of "Environment, Action" in each Line to add the behaviour to the agent.

Allowed actions: "Turn", "KickBall" and "MoveTowardsBall" Allowed environments: "Ball\_Unknown", "Ball\_Kickable" and "Ball\_Far"

**Agent Function Definition:**

* The agent "Turns" when the "Ball is unknown".
* The agent "Kicks the ball" when the "Ball is kickable".
* The agent "Moves towards the ball" when the "Ball is far"

**Code Description:**

* Abstract "Action" class structures the agents actions. It is extended by "ActionTurn", "ActionMoveTowardsBall", "ActionKick" classes which implement their own "do\_action" method which performs the action for the agent.
* The "Environment" class stores the environment variables and returns the proper environment when passed the parameters to it.
* The "ReactiveMapper" class does the following
  + Reads the mapping from the config file.
  + Prints the mapping.
  + Returns the action to be performed when passed an environment to it.

**Code Execution:**

Exactly same as Krislet execution.

**Expected Behaviour:**

Agent runs towards the ball when it knows where it and kicks the ball when the agent is close to it. I case the agent is not aware of the ball it will turn to find the ball.