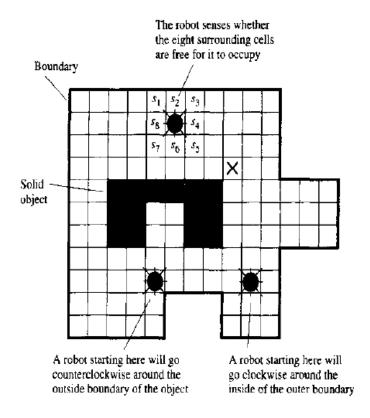
## Lab #4. Design a Stimulus-Response Agent

Consider an agent in the two-dimensional grid-space shown in the figure:



The agent has to execute the following task: go to a cell adjacent to a boundary or object and then follow that boundary along its perimeter forever. The agent is capable to sense whether or not certain cells are free for it to occupy and is able to perform the following primitive actions:

- 1. north moves the agent one cell up in the cellular grid.
- 2. east moves the agent one cell to the right
- 3. south moves the agent one cell down
- 4. west moves the agent one cell to the left

Assignment: Implement the agent in Java.