|  |  |
| --- | --- |
| PEAS | |
| Satisfaction of One Rule on each row, column and block; Speed, or the shortest time at which the agent finishes the puzzle | | Performance |
| the environment is given as any N x N grid with n blocks containing n cells, and some cells filled with digits chosen from 1 to n. | | Environment |
| Move Number | | Actuators |
| Scanner Function That Will Scan Rows, Columns And Blocks To Determine The Correct Number To Input In Blank Cells | | Sensors |

|  |  |
| --- | --- |
| ODESAD | |
| fully observable | O(Observability) |
| deterministic | D(Deterministic) |
| Sequential | E(Episode) |
| static | S(Static) |
| Single agent | A(Agent) |
| discrete | D(Discrete) |

Type of agent program :. Goal-based-reflex agents