```
class DialogueAgent:
   def find_attraction(self, area: str = None, name: str = None,
                        type: str = None) -> Intent:
       search for places to see for leisure
       Parameters:
       area: (str) area to search for attractions (e.g. 'east', ...)
        name: (str) name of the attraction
        type: (str) type of the attraction (e.g. 'college', 'boat', ...)
        pass
   def book taxi(self, leave at: str = None, destination: str = None,
                  departure: str = None,
                  arrive by: str = None) -> Intent:
        11 11 11
        book taxis to travel between places
        Parameters:
       leave_at: (str) leaving time of taxi
       destination: (str) destination of taxi
       departure: (str) departure location of taxi
        arrive by: (str) arrival time of taxi
       pass
if __name__ == '__main__':
   agent = DialogueAgent()
   # Provide the call matching the user's intent in this context
   <in-context exemplars from self-predictions may go here>
   # Example 1
   response = agent.handle turn(
        belief state=BeliefState(attraction=dict(
                                     name='byard art',
                                     type="museum",
                                     area="south")),
       last system utterance="byard art is at 344 oxford " + \
                              "street, anything else?",
       user_utterance="Yes, I need a taxi to king station",
        user_intent=
```