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<one Entity per service in schema, with informable + requestable slots>
class Taxi(Entitv):
   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
       type: (str) car type of the taxi
       phone: (str) phone number of the taxi
< a class for each of the acts supported in our system>
class Inform(Act):
   """Provide information."""
   entity: Entity = None
class Request(Act):
   """Ask for specific information or action."""
   values: List[str] = None
agent = DialogueAgent()
   # Provide the dialogue acts matching the observed system response
   <in-context exemplars from self-predictions may go here>
   # Example 1
   response = agent.handle turn(
       system response="Ok, where will you be departing from?",
       system acts=[Request(values=['departure'])]
```