2b. Why is the User Prompt Passed in the run Method of Runner, and Why is it a Classmethod?

What's a User Prompt?

A *user prompt* is what the person using the program types in. For example, if you ask a chatbot, "What's the weather?" that's the user prompt.

Why is it Passed in the run Method?

The run method is like the "start button" for your program. The user prompt is passed to it because:

- Every time someone uses the program, they ask something new (like "What's the time?" or "Tell me a joke"). You don't want to save every question in the program forever, so you send the question to the run method when you need it.
- It's like giving a new order to a chef each time. The chef (the Runner) doesn't keep old orders; you tell them what to cook (the user prompt) each time.

Why is run a Classmethod?

A *classmethod* is a special kind of function that belongs to the class itself, not to a specific object. In simple words:

- You don't need to create a Runner object to use it. You just say, "Hey, Runner, do this!"
- It's like calling a restaurant directly to place an order instead of hiring a chef first.

Why Use a Classmethod?

- Easy to Use: You can call Runner.run() without making a Runner object, which saves time and makes the code simpler.
- No Extra Memory: Since Runner doesn't need to "remember" anything between runs, a classmethod is perfect because it doesn't store data like a normal object would.
- Works with Any Agent: The classmethod can take any Agent and user prompt as inputs, so it's super flexible.

Why This Matters: The run method being a classmethod means you can quickly process any user question with any agent, without extra setup. It's like having a magic button that works every time you press it!

Super Simple Summary:

System Prompt: Lives in the Agent class because it's like the agent's permanent rulebook. It can be a callable (like a function) to make the rules change based on things like time or user.

User Prompt: Given to the run method because it's a new question every time. The run method is a classmethod so you can use it easily without extra steps.