What Are instructions in the Agent Class?

In the OpenAl **Agents SDK**, the instructions field inside the Agent class defines the **system prompt** — i.e., the initial guide that tells the agent **how to behave**.

▼ Think of instructions as:

"What kind of assistant am I supposed to be?"

Example:

```
agent = Agent(
    name="Friendly Helper",
    instructions="You are a friendly assistant who helps users with
technical topics.",
    model="gpt-4"
)
```

- This string is sent as the **system message** in the chat.
- It shapes the agent's tone, role, and response strategy.

Real-Life Analogy:

Imagine giving a waiter a **note** saying:

"Be super polite, recommend vegetarian dishes, and speak softly."

That's like giving instructions to an Al agent:

• "Be helpful, creative, and avoid controversial topics."

? So Why Can instructions Also Be a Callable?

This is where the real power comes in.

♣ Sometimes, you don't want the same prompt every time.

You want the agent to:

- Customize its role based on the user
- Adapt to current context or memory
- Generate instructions dynamically

Example: Callable Instructions

```
from dataclasses import dataclass

@dataclass
class UserContext:
    name: str
    goal: str

def dynamic_instructions(context: UserContext) -> str:
    return f"You are a personal assistant for {context.name},
helping them achieve: {context.goal}."

agent = Agent[UserContext](
    name="Dynamic Agent",
    instructions=dynamic_instructions,
    model="gpt-4"
)

ctx = UserContext(name="Hafsa", goal="master generics in Python")
print(agent.instructions(ctx))
```

Output:

You are a personal assistant for Hafsa, helping them achieve: master generics in Python.



Summary: Why Instructions Can Be a Callable

Reason	Explanation
Dynamic Behavior	Adapts system message based on user/context/memory
@ Personalization	Tailors the agent's role to the situation or person
	One agent class can serve many types of users
Reusability	Reuse the agent logic while customizing only the prompt
✓ Type Safety	With generics like TContext, the callable is still type-checked