***Artificial Intelligence***

***CSL 411***

***Lab Journal 4***

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**Lab # 4: Agents**

**Objectives:**

To implement Simple Reflex Agent in Vacuum World.

**Tools Used:**

Python IDLE 3.4/Python IDLE 3.6

**Submission Date:**

**Evaluation: Signatures of Lab Engineer:**

**Task # 1:**

**Procedure/Program:**

percept=['Clean','Dirty']

actions=['Move Right','Move Left','Clean Dirt']

class Agent:

def \_\_init\_\_(self):

self.position=0

self.currAction=0

self.run\_agent()

def run\_agent(self):

i=0

while (i<2):

self.currAction=self.getAction(percept[i])

print(self.currAction)

self.position=self.updatePosition()

self.updateRoom()

print(self.currAction)

i=i+1

def getAction(self,cPercept):

if cPercept=='Dirty':

return 'clean dirt'

if cPercept=='Clean':

if self.position==0:

return 'Move Left'

elif self.position==1:

return 'Move Right'

def updatePosition(self):

if self.currAction == 'Move Right':

self.postion=1

elif self.currAction =='Move Left':

self.position==0

def updateRoom(self):

if self.currAction =='Dirt Clean':

percept[0]='Clean'

V\_agent=Agent()

**Result/Output:**

