Wordware: The IDE for Building AI Agents with Natural Language Programming

Key Components:

1. **Collaborative IDE for Building AI Agents**:
    - Wordware offers a collaborative environment designed specifically for creating AI agents.
2. **Innovative Programming Language**:
    - At the core of Wordware is a new programming language that combines plain English with essential programming concepts such as loops, conditional statements, and function calls.
3. **Forking, API Deployment, and Hosted App Sharing**:
    - Wordware supports forking, API deployment, and the sharing of agents as hosted applications, making it easy to collaborate and deploy your AI solutions.
4. **Replicate Meets Replit for AI Agents**:
    - Imagine a platform that merges the best of Replicate and Replit, but specifically tailored for AI agents, with a proprietary programming language at its foundation.

Building an Agent:

- **Adding Inputs**:
    - To build an agent, press the "Add" button on the right-hand bar of the input tab. These inputs allow you to provide user-supplied information to the agent during runtime. For example, if your agent needs the user's name, you can create an input named "name" which will be passed to the agent.
- **Capabilities**:
    - In the prompt section, typing "/" brings up a list of options. You can upload images, add branching logic, and use a large variety of language models (LLMs) from providers like OpenAI, Anthropic, Claude, and more. If you're building an agent relying on an LLM, start with a detailed prompt first, then type "/" and invoke the LLM because in Wordware, the LLM executes prompts before the LLM is invoked.
    - You can also connect to a code editor to execute code within your environment.
    - When creating agentic workflows, you can use conditional branching to repeat actions and bunch actions together, creating advanced workflows.
- **Executing Actions**:
    - Once you click "Run," your agent will execute actions in your environment. To pass inputs to the code editor, LLM generations or any other feature, type '@', which will use the inputs as variables that can be passed around.