

```
def execute(self, rule):  
    rule()
```

getpercepts

```
dist = pi2go.getDistance()  
beliefbase['distance'] = dist
```

execute rule

manage goals

```
def selectRule(self, beliefbase, goalbase):  
    for key in self.rules.keys():  
        tuple = self.rules[key]  
        guard = tuple[0]  
        if (guard() == 1):  
            selected_rule = tuple[1]  
            return selected_rule
```

select a rule

```
def manage_goals(self, beliefbase, goalbase):  
    for goal in self.goalbase:  
        if (self.is_achieved(goal)):  
            print goal, " Goal Achieved!"  
            self.achieved_goal(goal, goalbase)  
    return
```