

# Assignment 1

Al agents examples

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## Example agent: medical doctor

- abilities: Diagnose, prescribe, analyze, monitor, ...etc
- goals: Health, accuracy, risk minimization, progress, ...etc
- prior knowledge: Medical data, pharmacology, anatomy, ...etc
- stimuli: Symptoms, imaging, labs, history, vitals, ...etc
- past experiences: Outcomes, responses, data trends, ...etc

## Example agent: Apple Inc.

- abilities: design, innovate, create, develop, produce, manufacture...
- goals: user satisfaction, business expansion, innovation, revenue, brand loyalty...
- prior knowledge: market data, technology advancements, consumer behavior, industry trends...
- stimuli: market research, user reviews, competitor analysis, product performance...
- past experiences: sales data, customer preferences, market shifts, Previous launches...

## Other Agents

	abilities	goals	prior knowledge	stimuli	past experiences
user interface	guide, engage, react, display, navigate	ease of use, user happiness, speed, accessibility	ui design rules, user habits, interaction methods	user actions, taps, swipes, voice inputs, screen size, clicks	feedback, usage analytics, efficiency data, ui testing
bee	gather nectar, collect nectar, communicate, navigate, flying	locate food, safeguard hive, survive, protect hive	flower locations, hive position, danger signals	light, vibrations, visual cues, scents, sunlight	weather conditions, predator encounters, effective foraging paths, hive protection
smart home	manage devices, monitor security, modify settings, optimize energy	safety, convenience, efficiency, comfort	device integration, user preferences, energy usage patterns	voice commands, sensor inputs, user interactions, environmental changes	user routines, device performance, security events

## Example agent: Graphic Design

- abilities: create designs, generate layouts, suggest color schemes, resize images...etc
- goals: aesthetic appeal, user satisfaction, brand alignment, efficiency...etc
- prior knowledge: exercise guidelines, nutritional information, user fitness levels...etc
- **stimuli:** movement data, heart rate readings, user input, environmental conditions...etc
- past experiences: progress tracking, user adherence to goals, workout effectiveness, health outcomes...etc