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LAB 2 SIMPLE REFLEX AGENT

```
class agent:
    def __init__(self,env):
    self.env = env
    self.coins = 0
          self.distance = 0
          self.steps = 0
          self.x = 1
          self.y = 1
    def decide(self, x,y):
    if self.env.field[x+1][y] != '#':
               x = x+1
          elif self.env.field[x][y+1] != '#':
          y = y+1
elif self.env.field[x-1][y] != '#':
          elif self.env.field[x][y-1] == ' ' or self.env.field[x][y-1] == 'o':
          y = y-1
else:
              return -1,-1
          return x,y
     def move(self, x,y):
          self.x = x
          self.y = y
          i=0
          while(i<100):
               le(1<100):
    [a,b] = self.decide(x,y)
if [a,b] == [-1,-1]:
    print("Collision")
    break</pre>
               self.env.field[x][y] = '-'
               x,y = a,b
               print(a,b)
               i=i+1
```

```
a = agent(env)
a.move(1,1)
```