

In [1]:

```
class SimpleAgent:
    def __init__(self):
        self.current_floor = 1
        self.direction = "up"

    def move_to_floor(self, floor, direction):
        self.current_floor = floor
        self.direction = direction

    def checkCapacity_make_decision(self, floor_request):
        if floor_request > self.current_floor:
            print("Space not available")
            self.move_to_floor(2, "up")

        elif floor_request < self.current_floor:
            print("Space available")
            self.move_to_floor(1, "down")

        if self.direction == "up":
            if floor_request > self.current_floor:
                return "move_up"
            elif floor_request == self.current_floor:
                return "open_doors"
            else:
                return "wait"

        elif self.direction == "down":
            if floor_request < self.current_floor:
                return "move_down"
            elif floor_request == self.current_floor:
                return "open_doors"
            else:
                return "wait"
```

In [2]:

```
a1 = SimpleAgent()
a1.move_to_floor(1, "up")
decision = a1.checkCapacity_make_decision(5)

print(decision)
```

Space not available
move_up

In []: