

Capacity

«interface»

```
def action1()  
def action2(p : String)  
// no body
```

implements

Skill

«class»

```
def action1() {  
    // code body  
}
```

setSkill()

Agent

«autonomous entity»

```
uses MyCap  
on Initialize {  
    setSkill(new MySki)  
}
```

uses (declares need)

```
capacity MyCap { ... }
```

```
skill MySki implements MyCap
```

```
agent MyAgent { ... }
```

→ Skill implements Capacity

- - - → Agent uses Capacity

→ Agent binds Skill at runtime