

## agent MyAgent

```
on Initialize { ... }  
on SomeEvent { ... }  
on Destroy { ... }
```

(default behavior)

```
new MyBehavior(this)
```

owns & activates

registerBehavior()

## behavior MyBehavior

### Attributes (mental state)

```
var counter : int = 0
```

### Event Handlers (reactive)

```
on Initialize { ... }  
on SomeEvent [guard] { ... }  
on Destroy { ... }
```

Event

### Proactive (scheduled)

```
every(1000) [ ... ]
```

extends

MySubBehavior