

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 { ... }
```

Proactive (scheduled)

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

Event

MySubBehavior

extends