Agent

Mental State
var field1 : String
val field2 : int = 0

Actions
def action1() { ... }
def action2(x:int) { ... }

Behaviors (Event Handlers)

Reactive
on SomeEvent [guard] {
    // statements
}

Pro-active
on Initialize {
    every(2.seconds) [...]
}

Event in

Action out

Built-in Capacities
Lifecycle · Logging
Schedules · DefaultContext
ExternalContextAccess · ...

Custom Capacities
capacity MyCap { ... }
↓ implemented by
skill MySkill { ... }

Inner Context (may host sub-agents → holonic systems)