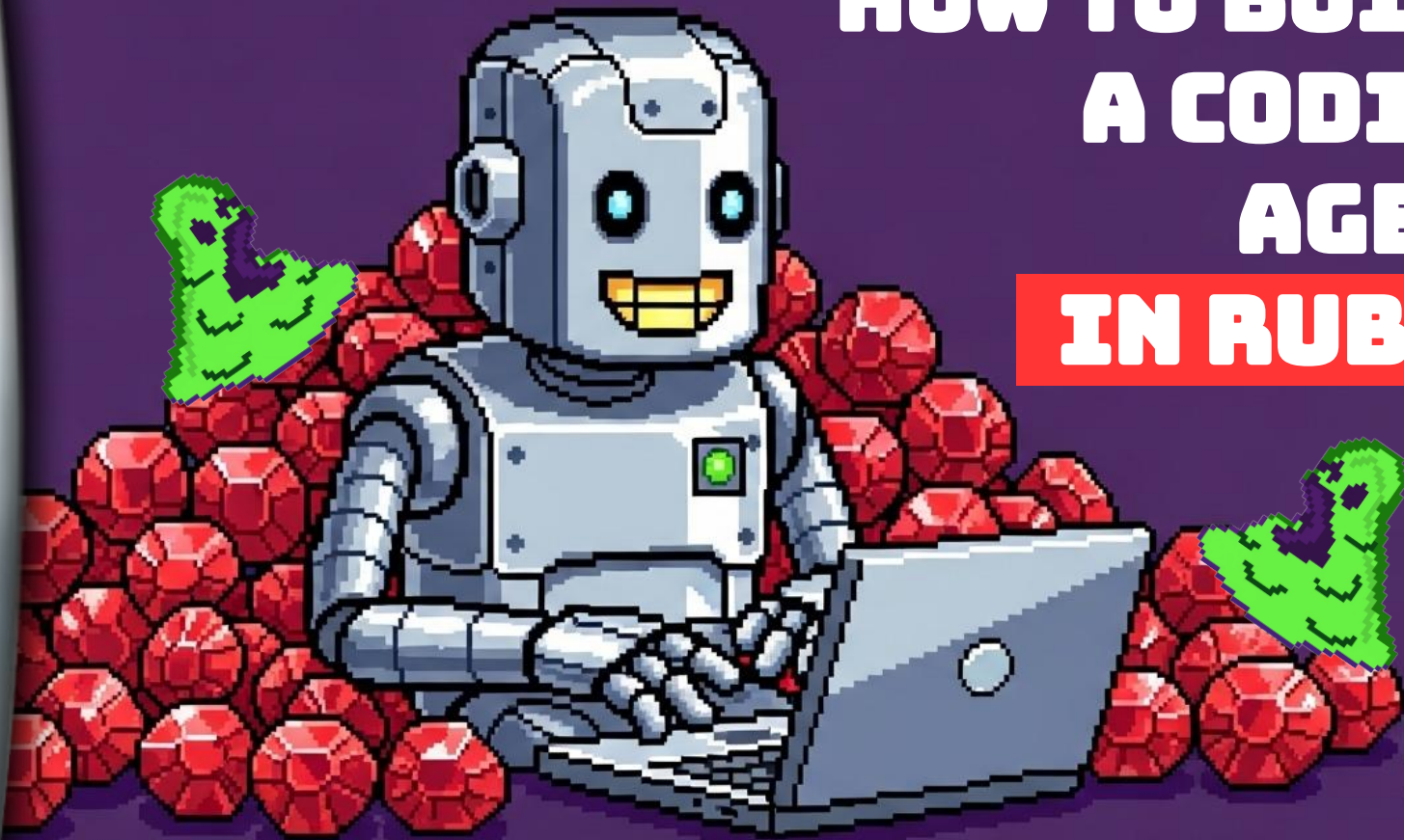


ONLY
FOR

GAMEBOY ADVANCE



HOW TO BUILD A CODING AGENT IN RUBY!

SimplèPractice

EVERYONE 10+



ESRB

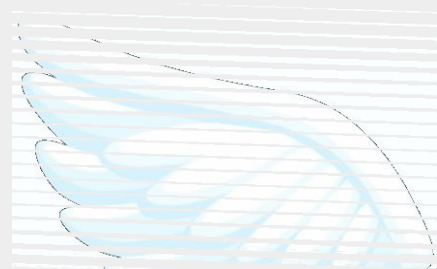
Demo

tinyurl.com/sp-agent

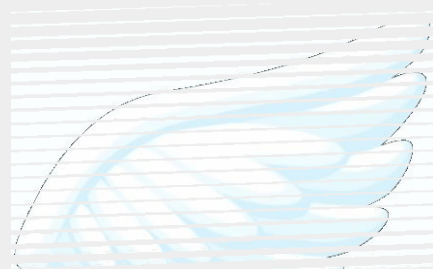
**Why care about
Agents?**



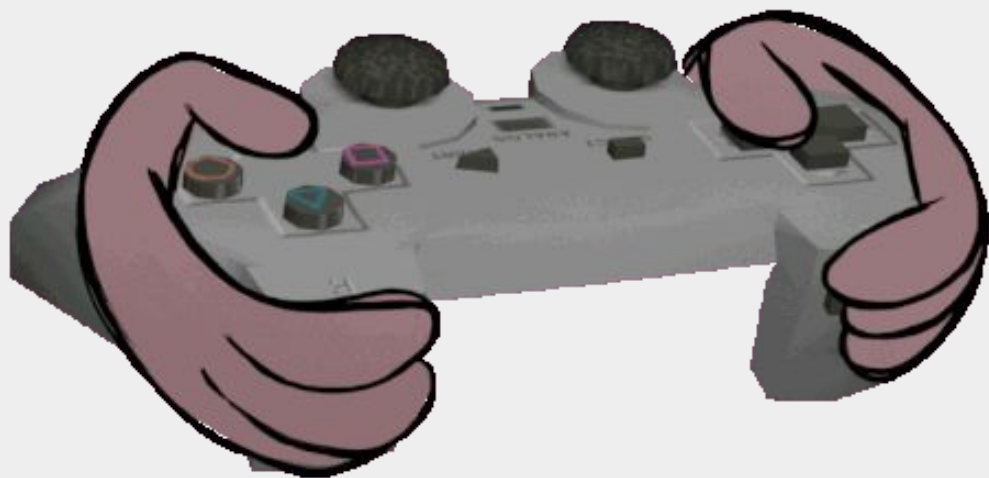
AGENTS GIVES YOU WIIINGS. 



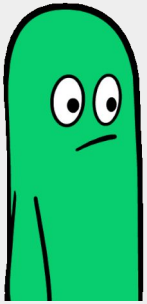
State Machine







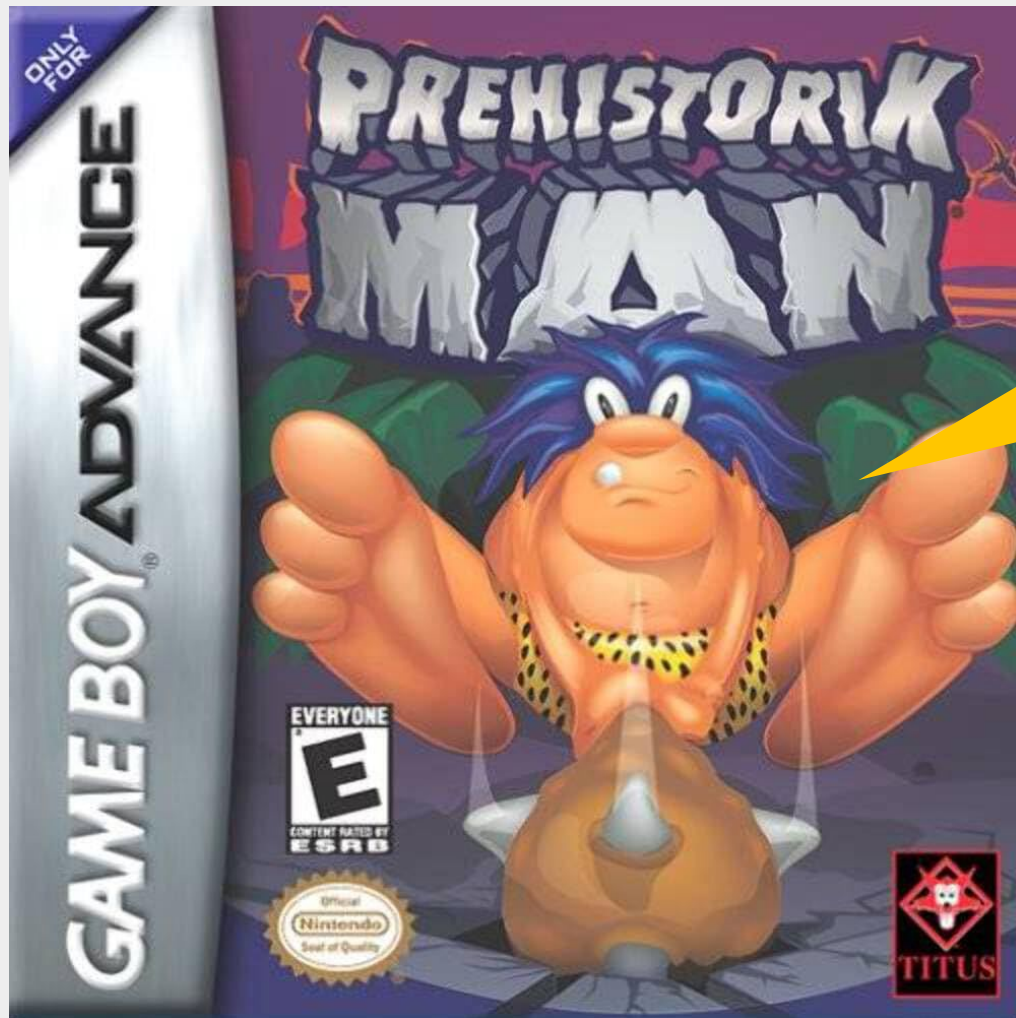
User watches machine



Machine controls machine

**"When you combine
ignorance and leverage,
you get some pretty
interesting results."**

- Warren Buffett



How'd
we
get
here?

Toolformer: Language Models Can Teach Themselves to Use Tools

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Maria Lomeli Luke Zettlemoyer Nicola Cancedda Thomas Scialom**

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LLMs learn when
to use tools

REACT: SYNERGIZING REASONING AND ACTING IN LANGUAGE MODELS

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LLMs can reason
about actions

Tools +
Reasoning →
Loop = Agent

KK

✦ Clinical Assistant

Tool ✓ Appointment noted:
appointment

latency → 3264ms (3.3s)

timestamp → 08:37:44

LLM Doctor Chen appointment
Friday morning.

latency → 3264ms (3.3s)

timestamp → 08:37:44

Tool ✓ Noted mention of
Doctor Chen

latency → 3264ms (3.3s)

timestamp → 08:37:44

Full the appointment with
Doctor Chen is scheduled
for Friday morning at 10:00
a.m.

snippet_length → 3820ms (3.8s)

timestamp → 08:37:41

Simple



Initial setup

Bash

```
# Install dependencies
```

```
gem install anthropic
```

```
# Set your API key
```

```
export ANTHROPIC_API_KEY='sk-...'
```

Add initialize and definitions methods

Ruby

```
class Toolset
  def initialize
    @tools = build_tools
  end

  def definitions
    @tools.map { |t| t.slice(:name, :description, :input_schema) }
  end
end
```

Add execute method

Ruby

```
class Toolset
  # .. existing code ...

  def execute(name, input)
    tool = @tools.find { |t| t[:name] == name }
    input = JSON.parse(JSON.generate(input))
    tool[:handler].call(input)
  end
end
```

```
{  
  name: 'read_file',  
  description: 'Read contents of a file',  
  input_schema: {  
    type: 'object',  
    properties: { path: { type: 'string' } },  
    required: ['path']  
  },  
  handler: ->(input) { File.read(input['path']) }  
}
```



Tools available to Claude

Claude Code has access to a set of powerful tools that help it understand and modify your codebase:

Tool	Description	Permission Required
Bash	Executes shell commands in your environment	Yes
Edit	Makes targeted edits to specific files	Yes
Glob	Finds files based on pattern matching	No
Grep	Searches for patterns in file contents	No
MultiEdit	Performs multiple edits on a single file atomically	Yes
NotebookEdit	Modifies Jupyter notebook cells	Yes
NotebookRead	Reads and displays Jupyter notebook contents	No
Read	Reads the contents of files	No
SlashCommand	Runs a <u>custom slash command</u>	Yes
Task	Runs a sub-agent to handle complex, multi-step tasks	No
TodoWrite	Creates and manages structured task lists	No
WebFetch	Fetches content from a specified URL	Yes
WebSearch	Performs web searches with domain filtering	Yes
Write	Creates or overwrites files	Yes

Tool use examples

Here are a few code examples demonstrating various tool use patterns and techniques. For brevity's sake, the tools are simple tools, and the tool descriptions are shorter than would be ideal to ensure best performance.

▸ Single tool example

▸ Parallel tool use

▸ Multiple tool example

▸ Missing information

▸ Sequential tools

▸ Chain of thought tool use

▸ JSON mode

Add read_file tool

Ruby

```
def build_tools
  [
    {
      name: 'read_file',
      description: 'Read contents of a file',
      input_schema: {
        type: 'object',
        properties: { path: { type: 'string', description: 'File path to read' } },
        required: ['path']
      },
      handler: ->(input) { File.read(input['path']) }
    }
  ]
end
```

```
def build_tools
  [
    # ... read_file ...
    {
      name: 'write_file',
      description: 'Write content to a file',
      input_schema: {
        type: 'object',
        properties: {
          path: { type: 'string', description: 'File path to write' },
          content: { type: 'string', description: 'Content to write' }
        },
        required: ['path', 'content']
      },
      handler: ->(input) do
        File.write(input['path'], input['content'])
        "wrote #{input['path']} (#{input['content'].bytesize} bytes)"
      end
    }
  ]
end
```

```
def build_tools
  [
    # ... read_file ...
    # ... write_file ...
    {
      name: 'list_files',
      description: 'List files in current directory',
      input_schema: {
        type: 'object',
        properties: { path: { type: 'string', description: 'Directory path (optional)' } }
      },
      handler: ->(input) do
        path = input['path'] || '.'
        files = Dir.entries(path).reject { |f| f.start_with?('.') }.sort
        files.join("\n")
      end
    }
  ]
end
```

```
def build_tools
  [
    # ... read_file ...
    # ... write_file ...
    # ... list_files ...
    {
      name: 'bash',
      description: 'Execute a shell command',
      input_schema: {
        type: 'object',
        properties: { command: { type: 'string', description: 'Command to run' } },
        required: ['command']
      },
      handler: ->(input) { `#{input['command']} 2>&1` }
    }
  ]
end
```

More tools 
better agent

Add initialize method

Ruby

```
class Agent
  def initialize
    @client = Anthropic::Client.new(api_key: ENV.fetch('ANTHROPIC_API_KEY'))
    @toolset = Toolset.new
    @messages = []
  end
end
```

```
class Agent
  # ... existing code ...

  def run
    UI.banner

    loop do
      UI.prompt
      input = gets&.strip
      break if input.nil? || input == 'exit'
      next if input.empty?

      @messages << { role: :user, content: input }
      handle_conversation
    end
  end
end
```


Turn 1: User asks

```
{ role: :user, content: "read config.json" }
```

Turn 2: Claude responds with tool use

```
{ role: :assistant, content: [  
  { type: :text, text: "Let me read that" },  
  { type: :tool_use, id: "1", name: "read_file", input: {path: "config.json"} }  
]}
```

Turn 3: You respond with results

```
{ role: :user, content: [  
  { type: :tool_result, tool_use_id: "1", content: "{...}" }  
]}
```

```
class Agent
  # ... existing code ...

  def handle_conversation
    loop do
      response = @client.messages.create(
        model: 'claude-sonnet-4-5',
        max_tokens: 1024,
        messages: @messages,
        tools: @toolset.definitions
      )

      text_blocks = response.content.select { |b| b.type == :text }
      tool_uses = response.content.select { |b| b.type == :tool_use }
    end
  end
end
```

```
class Agent
  # ... existing code ...

  def handle_conversation
    loop do
      # ... existing code ...
      if text_blocks.any?
        text = text_blocks.map(&:text).join
        UI.agent(text)
      end

      if tool_uses.empty?
        @messages << { role: :assistant, content: text_blocks.map(&:text).join }
        break
      end
    end
  end
end
```

```
class Agent
  # ... existing code ...

  def handle_conversation
    loop do
      # ... existing code ...
      tool_results = tool_uses.map do |tool_use|
        UI.tool_call(tool_use.name)
        result = @toolset.execute(tool_use.name, tool_use.input)
        UI.tool_result(result)

        { type: :tool_result, tool_use_id: tool_use.id, content: result }
      end
    end
  end
end
```

```
class Agent
  # ... existing code ...

  def handle_conversation
    loop do
      # ... existing code ...
      @messages << {
        role: :assistant,
        content: [
          *text_blocks.map { |b| { type: :text, text: b.text } },
          *tool_uses.map { |tu| { type: :tool_use, id: tu.id, name: tu.name, input: tu.input } }
        ]
      }

      @messages << { role: :user, content: tool_results }
    end
  end
end
```



Take
it for a
spin!

```
$ ruby agent.rb
```