

function REFLEX-AGENT-WITH-STATE(*percept*) **returns** *action*

static: *state*, a description of the current world state

rules, a set of condition-action rules

state ← UPDATE-STATE(*state*, *percept*)

rule ← RULE-MATCH(*state*, *rules*)

action ← RULE-ACTION[*rule*]

state ← UPDATE-STATE(*state*, *action*)

return *action*