

**procedure** RUN-ENVIRONMENT(*state*, UPDATE-FN, *agents*, *termination*)

**inputs:** *state*, the initial state of the environment

UPDATE-FN, function to modify the environment

*agents*, a set of agents

*termination*, a predicate to test when we are done

**repeat**

**for each** *agent* **in** *agents* **do**

PERCEPT[*agent*] ← GET-PERCEPT(*agent*, *state*)

**end**

**for each** *agent* **in** *agents* **do**

ACTION[*agent*] ← PROGRAM[*agent*](PERCEPT[*agent*])

**end**

*state* ← UPDATE-FN(*actions*, *agents*, *state*)

**until** *termination*(*state*)