





Waiter
+ event [0..1] + until : float [0..1]
+ poll(env): bool

Intention
+ instr + head_term + calling_term + scope + stack: deque + query_stack: deque + choicepoint_stack: deque + waiter : Waiter

Agent
+ env: Environment + name: str + beliefs: dict [Functor, Int -> Literal] + rules: dict + plans: dict + intentions: deque[Intention]
+ call(...) + waiters() : generator[Waiter] + step() + run()