

Agent

Controller

percepts

commands

Body

stimuli

actions

Environment

```
graph TD; subgraph Agent; Controller[Controller]; Body[Body]; Controller -- commands --> Body; Body -- percepts --> Controller; end; Environment((Environment)); Environment -- stimuli --> Body; Body -- actions --> Environment;
```

The diagram illustrates the interaction between an Agent and its Environment. The Agent is represented by a large rectangle containing two sub-components: a Controller and a Body. The Controller sends commands to the Body, and the Body sends percepts back to the Controller. The Body interacts with the Environment (represented by a cloud shape) by receiving stimuli and sending actions.