```
function RUN-EVAL-ENVIRONMENT(state, UPDATE-FN, agents,
                              termination, PERFORMANCE-FN) returns scores
  local variables: scores, a vector the same size as agents, all 0

  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)
    scores ← PERFORMANCE-FN(scores, agents, state)
  until termination(state)
  return scores                                          /* change */
```