



Building agents with Strands

Workshop

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You want to build AI agents.

What if you could do it in a few lines of code?

The reality of building AI agents

- ⚠ **Steep learning curve**
- ⚠ **Lack of control and visibility**
- ⚠ **Brittle workflows**
- ⚠ **Production is a different planet**

Strands Agents

Open source SDK for building agents in a few lines of code

```
from strands import Agent

agent = Agent()
response = agent("What is the capital
of France?")
```

- Model-driven and Model-agnostic
- Simple to complex
- Python and TypeScript
- Open source

Live Demo

How Strands Agents Work

The agentic loop: reason, act, reflect

- | | | |
|----------|----------------------|------------------------------|
| 1 | Receive input | Your prompt goes in |
| 2 | Model reasons | LLM plans the next action |
| 3 | Tool call | Agent decides to use a tool |
| 4 | Execute | Tool runs, returns results |
| 5 | Reflect | Model decides: done or loop? |
| 6 | Respond | Final answer returned |

↻ Steps 3 to 5 repeat until the model has a complete answer

What you'll build today

Lab 1: Your first satellite image analyzer agent

Strands + Bedrock, walked through together

Lab 2: Add tools and MCP

Location search, real Sentinel-2 satellite imagery, vegetation analysis

Lab 3: Object detection from space

Segment Anything on satellite imagery

Lab 1 is the win. Labs 2 and 3 are self-paced.

Accounts stay active for 72 hours.

Let's build

Workshop Access: Find Your Group

Go to the URL that matches the first letter of your last name

Last name A through G

s12d.com/ata-a

Last name H through R

s12d.com/ata-h

Last name S through Z

s12d.com/ata-s

Click "Email one-time password (OTP)" to sign in.

Connect with us

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