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1 Reinforcement Learning Using OpenAI Gym

```
[11]: import gym

env = gym.make("Acrobot-v1")
observation = env.reset()

done = False
while not done:
    env.render()
    action = env.action_space.sample() # your agent here (this takes random
    →actions)
    observation, reward, done, info = env.step(action)

env.close()
```

```
[ ]:
```