**Quick Check-Point #5**

**#1**

**Reinforcement learning** is a method being used to let machines learn how to behave based on **interaction with the environment** while focusing on some end goal.

Yes/No

**#2**

In **Reinforcement learning**, the machines must discover which actions will help to achieve the goal. They can select their actions from a space of possible options. Those algorithms are penalized when they make the wrong decisions and rewarded when they make the right decisions.

Yes/No

**#3**

The **Decision-Making Agent** is a schematic way to represent the two building blocks in Reinforcement learning: a learning agent that represents the machine and the outside environment. This learning agent must be able to sense the state of the environment to some level and be able to take actions that can influence the state of the environment.

Yes/No

**#4**

The feedback going back to the agent is used to learn from the experience and get better and better in each iteration. The cumulative knowledge of how to achieve a specific goal is **reinforced** again and again by experience.

Yes/No