**Scanerio1**

Generally, Rule-Based Agent performs much better than Reflex Agent when Dirt is placed close to the agent and dirt spots forms patterns in a way that every time a dirt spot is a neighbor of an agents.

**Scanerio2**

When Agents are surrounded by Dirt from all the sides expect the bottom neighbor then both agent perform bad but still RuleBased Agent performs a little bit better than ReflexAgent whenever there is a neighbor in close proximity to the Agent. This scenario is depicted in the picture below.

A picture containing square, rectangle

Description automatically generated

**Scanerio3:**

ReflexAgent\_Performance=1525

RuleBased\_Performance=1626

A picture containing square, rectangle, text

Description automatically generated

Ruled Based Agent Performs better in a situation Where Few of Dirt object are close to Agent1 and almost all the Dirt particles are equally away from Agent2. Just because of close proximity of Dirt to Agent 1 the overall performance score for RuledBased agent is higher. The performance numbers are 16*23* for RuleBased and 1525 for ReflexBased.

**Scanerio 4**

A screenshot of a crossword puzzle

Description automatically generated with low confidence

If the Agents are facing left and all the Dirt particles have been placed in straight line in a direction in which the agents are facing then RuledBased Agents performs better than ReflexBased Agent. It is due to fact that all the dirt neighbours are places are placed in the same row.

**Scanerio 5:**

When Dirt Spots are placed randomly on the Grid then performance of both the agents is kind of similar with a little difference in performance scores. The probability of finding neighbor for Rule Based Agent is very less in this case and kind of behaves like ReflexBased Agent only.