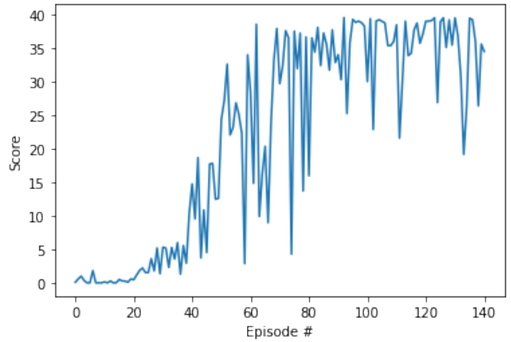
```
    #print('\rEpisode {}\tAverage Score: {:.2f}'.format(each_iteration, np.mean(scores_window)), end="")
    print('\rEpisode {}\tLast Score: {:.2f}; average score: {:.2f}'.format(each_iteration, score,np.mean(scores_

    if np.mean(scores_window)>=30.0:
        print('\nEnvironment solved in {:d} episodes!\tAverage Score: {:.2f}'.format(each_iteration-100, np.mean
        #torch.save(qf1.state_dict(), 'checkpoint_qf1.pth')
        #torch.save(policy.state_dict(), 'checkpoint_policy.pth')
        break


env.close()

fig = plt.figure()
ax = fig.add_subplot(111)
plt.plot(np.arange(len(scores)), scores)
plt.ylabel('Score')
plt.xlabel('Episode #')
plt.show()
```

```
Episode 140     Last Score: 34.47; average score: 30.05
Environment solved in 40 episodes!      Average Score: 30.05
```



In [11]:

```
np.mean(scores_window)
```

Out[11]:

```
30.045499328430743
```

In [12]:

```
fig = plt.figure()
ax = fig.add_subplot(111)
plt.plot(np.arange(len(scores)), scores)
plt.ylabel('Score')
plt.xlabel('Episode #')
plt.show()
```