REAL WORLD PROBLEM   
EXAMPLE :} Vacuum

import random

class Environment(object):

def init (self):

self.locationCondition = {'A': '0', 'B': '0'}

self.locationCondition['A'] = random.randint(0, 1)

self.locationCondition['B'] = random.randint(0, 1)

class SimpleReflexVacuumAgent(Environment):

def init (self, Environment):

print (Environment.locationCondition)

Score = 0

vacuumLocation = random.randint(0, 1)

if vacuumLocation == 0:

print ("Vacuum is randomly placed at Location A")

if Environment.locationCondition['A'] == 1:

print ("Location A is Dirty. ")

Environment.locationCondition['A'] = 0;

Score += 1

print ("Location A has been Cleaned. :D")

if Environment.locationCondition['B'] == 1:

print ("Location B is Dirty.")

print ("Moving to Location B...")

Score -= 1

Environment.locationCondition['B'] = 0;

Score += 1

print ("Location B has been Cleaned :D.")

else:

if Environment.locationCondition['B'] == 1:

print ("Location B is Dirty.")

Score -= 1

print ("Moving to Location B...")

Environment.locationCondition['B'] = 0;

Score += 1

print ("Location B has been Cleaned. :D")

elif vacuumLocation == 1:

print ("Vacuum is randomly placed at Location B. ")

if Environment.locationCondition['B'] == 1:

print ("Location B is Dirty")

Environment.locationCondition['B'] = 0;

Score += 1

print ("Location B has been Cleaned")

if Environment.locationCondition['A'] == 1:

print ("Location A is Dirty")

Score -= 1

print ("Moving to Location A")

Environment.locationCondition['A'] = 0;

Score += 1

print ("Location A has been Cleaned")

else:

if Environment.locationCondition['A'] == 1:

print ("Location A is Dirty")

print ("Moving to Location A")

Score -= 1

Environment.locationCondition['A'] = 0;

Score += 1

print ("Location A has been Cleaned")

print (Environment.locationCondition)

print ("Performance Measurement: " + str(Score))

theEnvironment = Environment()

theEnvironment.init()

theVacuum = SimpleReflexVacuumAgent()

theVacuum.init(theEnvironment)