In[1]:

```
$ pip install --upgrade gym
```

In[2]:

```
import gym
env = gym.make('CartPole-v0')
obs = env.reset()
for _ in range(1000):
        env.render()
        env.step(env.action_space.sample())
```

In[1]:

```
import numpy as np
Q_table = np.zeros((state_size, action_size))
```

In[2]:

```
import random
epsilon = 0.3

if random.uniform(0, 1) < epsilon:
        - - - - - -
        Explore: choose a random action
        - - - - - -
else:
        - - - - - -
        Exploit: choose an action having the highest q-value.
        - - - - - -
```