**Solution Methods**:

Temporal Difference Methods:

1.TD()

2.Q-learning

3.SARSA

4.Actor-Critic

Policy Search:

1.Policy Gradient Methods

2.Evolution Algorithms

Stochastic Dynamic Programming

If you take chess moves, the reward is not awarded immediately. After end of game result of your steps awarded[Checkmate}.This is not a immediate RL

Give different drugs to Microorganism .This is immediate RL.As microorganism kills immediately.

**Explorationd and Explotition**:

(Conflects or Dilema)