



```
print("All Done!")

env.close()
pk.dump([scores,actor_loss_lst,critic_loss_lst, params],open(params.op_filename_prefix+'.pk','wb'))
```

```
Episode 10      Average Score: 0.45rage Score: 0.45
Episode 20      Average Score: 0.87rage Score: 0.87
Episode 30      Average Score: 0.96rage Score: 0.96
Episode 40      Average Score: 1.12rage Score: 1.12
Episode 50      Average Score: 1.30rage Score: 1.30
Episode 60      Average Score: 1.47rage Score: 1.47
Episode 70      Average Score: 1.66rage Score: 1.66
Episode 80      Average Score: 1.91rage Score: 1.91
Episode 90      Average Score: 2.06rage Score: 2.06
Episode 100     Average Score: 2.23rage Score: 2.23
Episode 110     Average Score: 2.57rage Score: 2.57
Episode 120     Average Score: 2.84rage Score: 2.84
Episode 130     Average Score: 3.33rage Score: 3.33
Episode 140     Average Score: 3.78rage Score: 3.78
Episode 150     Average Score: 4.27rage Score: 4.27
Episode 160     Average Score: 4.92rage Score: 4.92
Episode 170     Average Score: 5.66rage Score: 5.66
Episode 180     Average Score: 6.15rage Score: 6.15
Episode 190     Average Score: 7.02rage Score: 7.02
Episode 200     Average Score: 7.93rage Score: 7.93
Episode 210     Average Score: 9.11rage Score: 9.11
Episode 220     Average Score: 10.45age Score: 10.45
Episode 230     Average Score: 11.85age Score: 11.85
Episode 240     Average Score: 13.72age Score: 13.72
Episode 250     Average Score: 15.78age Score: 15.78
Episode 260     Average Score: 17.94age Score: 17.94
Episode 270     Average Score: 19.52age Score: 19.52
Episode 280     Average Score: 21.91age Score: 21.91
Episode 290     Average Score: 24.07age Score: 24.07
Episode 300     Average Score: 26.15age Score: 26.15
Episode 310     Average Score: 27.69age Score: 27.69
Episode 320     Average Score: 29.43age Score: 29.43
Episode 324     Time:01:03:48   Average Score: 30.15
Environment solved in 224 episodes!   Average Score: 30.15
All Done!
```

When finished, you can close the environment.

## 4. It's Your Turn!

Now it's your turn to train your own agent to solve the environment! A few **important notes**: