**EXTENSIONS TO PROGRAM 1**

1. **Generate multiple episodes and find the return in each episode. Print the output in this format**

|  |  |
| --- | --- |
| **Episode #** | **Return** |
|  |  |

1. **Print the policy of the agent in each episode. Policies should be printed in words and not the action codes.**
2. **Make the agent play the game 10 times. Print the no. of times the agent had won the game.**

**Hint : Out of 10 episodes, print the count of successful and unsuccessful episodes. [An episode is successful if its return is 1. Otherwise return is 0]**

1. **Include early termination of the episodes loop, if the agent has reached the goal state in one of the episodes the loop should terminate [An episode is successful if its return is 1. Otherwise return is 0]**
2. **Print the policy followed by the agent in a successful episode.**