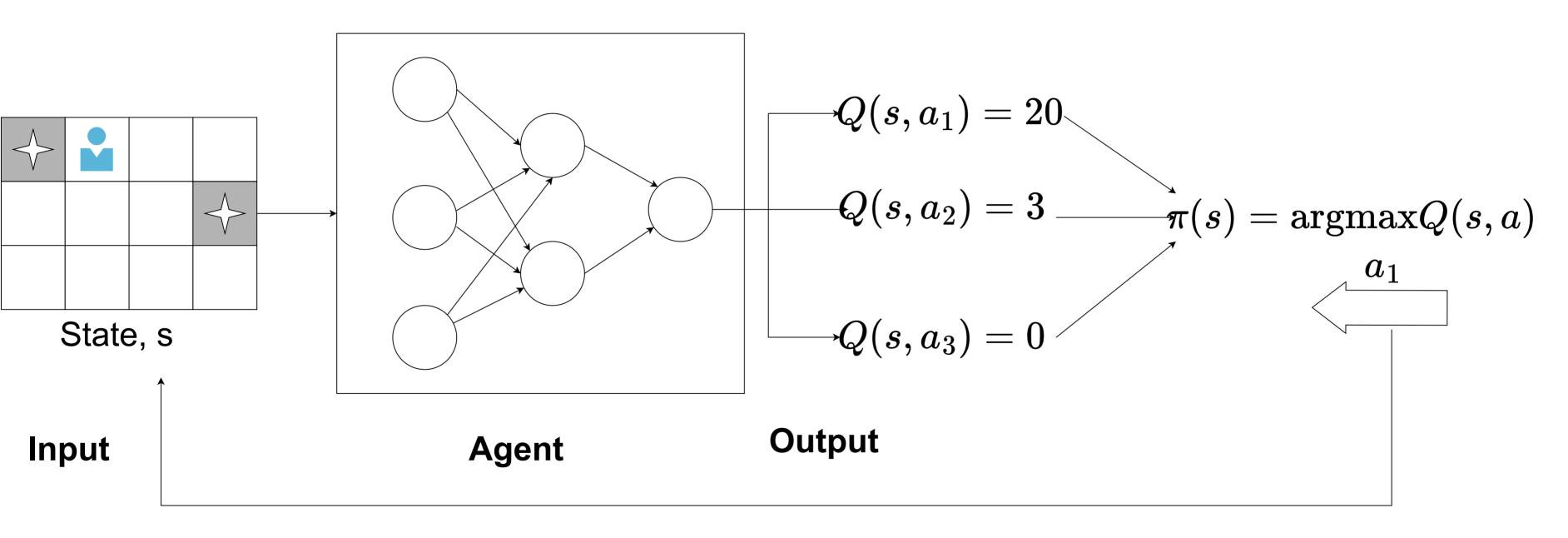
## State = Expected Return for Each Action



Send action back to the environment and receive the next state