**Behavioral Cloning**

**Behavioral Cloning Project**

The goals of this project are the following:

* Use the video game like simulator to collect data of good driving behavior by driving car in track-1
* Build, a Deep neural network in Keras that predicts steering angles from image frame coming from simulator
* Train and validate the model with a training and validation set
* Test that the model successfully drives around track-1 without leaving the road
* Summarize the results with a written report