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∨ Untitled26.ipynb - Colab
 ← → C % colab.research.google.com/drive/1PQVC9zJVQFmQ7LDjlBTZQ724N0tfZ4cQ#scrollTo=c9Zbtt-Dstmb
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       File Edit View Insert Runtime Tools Help
import random class Environment:
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             def __init__(self):
               self.state = 0
              def reset(self):
©<del>,</del>
               return self.state
def step(self, action):
               self.state += action
if self.state == 10:
                 reward = 20
done = True
                elif self.state == 5:
                 reward = -5
done = False
                  done = False
                return self.state, reward, done
            class Agent:
             def __init__(self):
    self.actions = [-1, +1]
             def select_action(self):
               return random.choice(self.actions)
            env = Environment()
            agent= Agent()
            state = env.reset()
            done = False
            step_count = 0
            print("starting episode...")
            while not done:
             action = agent.select_action()
              next_state, reward, done = env.step(action)
              print(f"step {step_count}: State={state}, Action={action}, Next State={next_state}, Reward={reward}")
state = next_state
              step_count += 1
            print( "Episode finished!")
```

