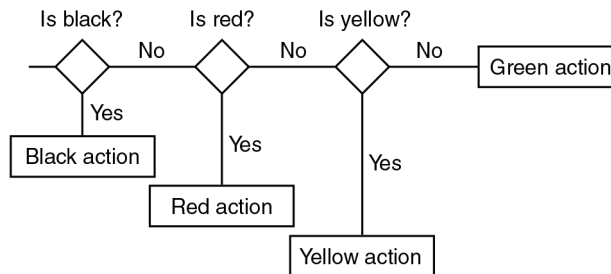


This file must be submitted online *before* the beginning of class in order to receive credit.



1. Figure 5.7 in the Artificial Intelligence for Games book (also reproduced at the top of this page) is an example of a deep binary decision tree. Assume that you are given the functions `black_action`, `red_action`, `yellow_action`, and `green_action`, which for now, will do very little:

```
def black_action():
    print "Black action"

def red_action():
    print "Red action"

def yellow_action():
    print "Yellow action"

def green_action():
    print "Green action"
```

Using conditional statements (`if`, `elif`, `else`), write the function `decide_color(color)` which uses the above actions to generate the correct action based on the color argument. In this case, the color will be a `string`, and `decide_color` can be called as:

```
>>> decide_color("black")
Black action
```

2. Submit your code in a file called `lastname.py` and submit the file on Moodle.