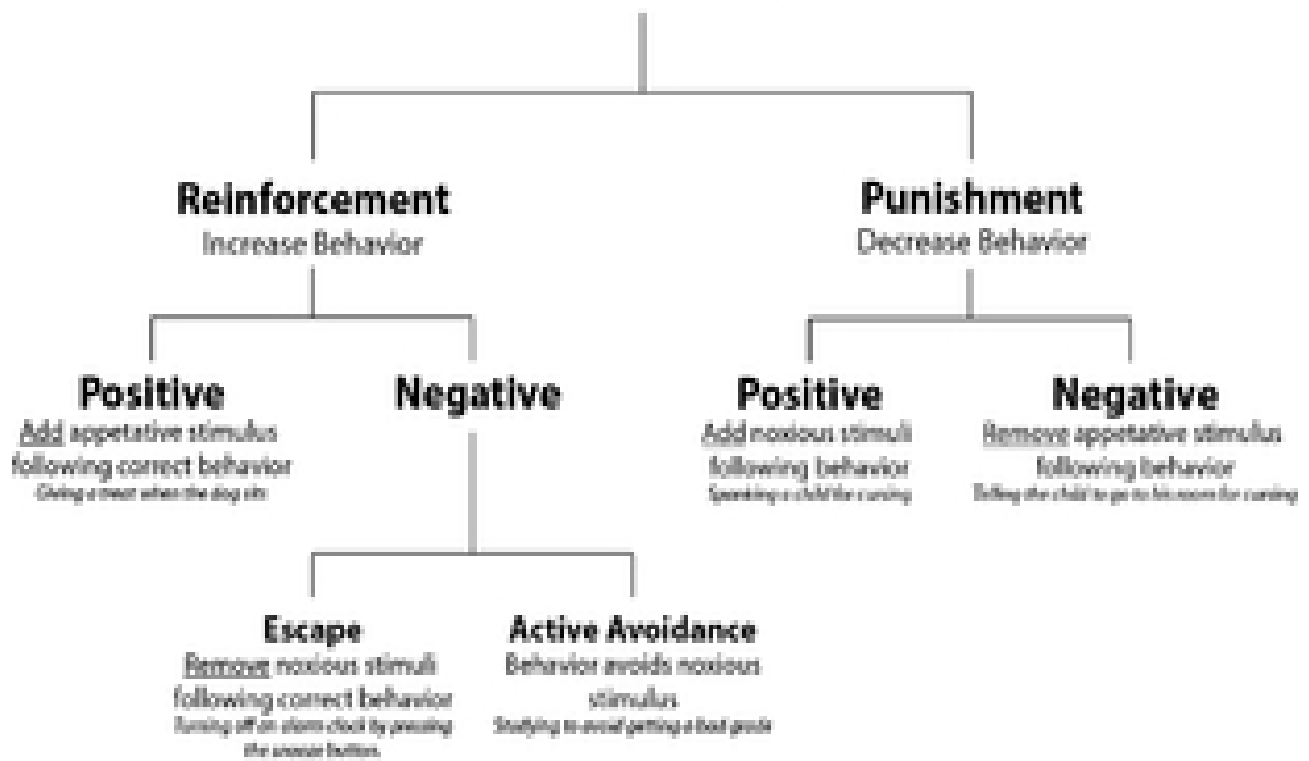


# Operant Conditioning



**Positive** presence of a stimulus

**Negative** absence of a stimulus

**Reinforcement** increases behavior

**Punishment** decreases behavior

**Escape** removes a stimulus

**Avoidance** prevents a stimulus