正确代码 (错误标注在注释中)

```
import random
XMAX, YMAX = 12, 7
def create grid string(dots, xx, yy):
    Creates a grid of size (xx, yy)
    with the given positions of dots.
    ....
   grid = "" # 将此语句移到for y ...外面
   for y in range(yy):
       for x in range(xx):
           grid += "#" if (x, y) not in dots else "*" # 3 defects in this
line!
           # 将=改为+= 将xx, yy改成x,y 将in改为not in 把.改成*(看群里的截图是这
样?)
       grid += "\n" # 此处将==改为+=
   return grid
def get all dot positions(xsize, ysize):
    """Returns a list of (x, y) tuples covering all positions in a grid"""
   # 把 x 的范围改为1, xsize-1
   return [(x, y) for x in range(1, xsize - 1) for y in range(1, ysize - 1)]
def get_neighbors(x, y):
    """Returns a list with the 8 neighbor positions of (x,y) """
   # 使用for循环自己重新实现了返回邻居
   nbs = [(x_{,} y_{,}) for x_{,} in range(x - 1, x + 2) for y_{,} in range(y - 1, y + 2)]
2)]
   nbs.remove((x, y))
   return nbs
   # return [
         (x, -1), (y, x + 1), (x - (1), y), (x + 1), y,
          (x, (-1, y)), (x + 1, y, 1), (x - 1, y + 1, x + 1, y + 1)
   # 1
def generate_dot_positions(xsize, ysize):
    """Creates positions of dots for a random maze"""
   positions = get_all_dot_positions(xsize, ysize)
   dots = set()
   while positions != []:
```

```
x, y = random.choice(positions)
       neighbors = get neighbors(x, y)
       free = [nb in dots for nb in neighbors]
       if free.count(True) < 5: # 把这里的大于改成小于
           dots.add((x, y))
       positions.remove((x, y))
   return dots
def create maze(xsize, ysize):
    """Returns a xsize*ysize maze as a string"""
   dots = generate dot positions(xsize, ysize)
   maze = create grid string(dots, xsize, ysize)
   return maze # 加上返回语句
if name == ' main ':
   dots = set(((1, 1), (1, 2), (1, 3), (2, 2), (3, 1), (3, 2), (3, 3)))
   print(create_grid_string(dots, 5, 5))
   positions = get_all_dot_positions(5, 5)
   print(create grid string(positions, 5, 5))
   neighbors = get neighbors(3, 2)
   print(create_grid_string(neighbors, 5, 5))
   maze = create maze(10, 10) # 调用函数加括号, 并传入参数
   print(maze)
```

运行截图:

```
test2.py - /Users/xianfei/Desktop/test2.py (3.7.6)
                                                                                                                                                                                                                                                                Python 3.7.6 Shell
                                                                                                                                                                                          Python 3.7.6 (default, Dec 30 2019, 19:38:36)
[Clang 10.0.0 (clang-1000.11.45.5)] on darwin
Type "help", "copyright", "credits" or "license()" for more information.
MARNING: The version of Tcl/Tk (8.5.9) in use may be unstable. Visit
http://www.python.org/download/mac/tcltk/ for current information.
    import random
XMAX, YMAX = 12, 7
   def create_grid_string(dots, xx, yy):
                                                                                                                                                                                                                              === RESTART: /Users/xianfei/Desktop/test2.py ===
            Creates a grid of size (xx, yy) with the given positions of dots.
          grid = "" # 將此语句移到for y ...外面
for y in range(yy):
    for x in range(xx):
        grid += "#" if (x, y) not in dots else "*" # 3 defects in this line
    # 将一改为+= 将xx, yy改成x,y 将in改为not in 把.改成*?(看群里的截图是这样)
    grid += "\n" # 此处将==改为+=
return grid
                                                                                                                                                                                          #*#*#
#####
   def get_all_dot_positions(xsize, ysize):

"""Returns a list of (x, y) tuples covering all positions in a grid"""
# 思 x 的預閱改力, xsize-1

return [(x, y) for x in range(1, xsize - 1) for y in range(1, ysize - 1)]
                                                                                                                                                                                          #####
##***
                                                                                                                                                                                          ##*#*
##***
                                                                                                                                                                                           ....
#####
    def get_neighbors(x, y):

"""Returns a list with the 8 neighbor positions of (x,y) """

# 使用for個坏自己重新实现了返回邻居
nbs = [(x, y_) for x_ in range(x - 1, x + 2) for y_ in range(y - 1, y + 2)]
nbs.remove((x, y))
                                                                                                                                                                                          ##########
#******
                                                                                                                                                                                          return nbs
# return [
                       (x, -1), (y, x + 1), (x - (1), y), (x + 1), y, (x, (-1, y)), (x + 1, y, 1), (x - 1, y + 1, x + 1, y + 1)
                                                                                                                                                                                          def generate_dot_positions(xsize, ysize):
    """Creates positions of dots for a random maze""
    positions = get_all_dot_positions(xsize, ysize)
                                                                                                                                                    Ln: 4 Col: 0
                                                                                                                                                                                                                                                                                                                                          Ln: 14 Col: 5
```