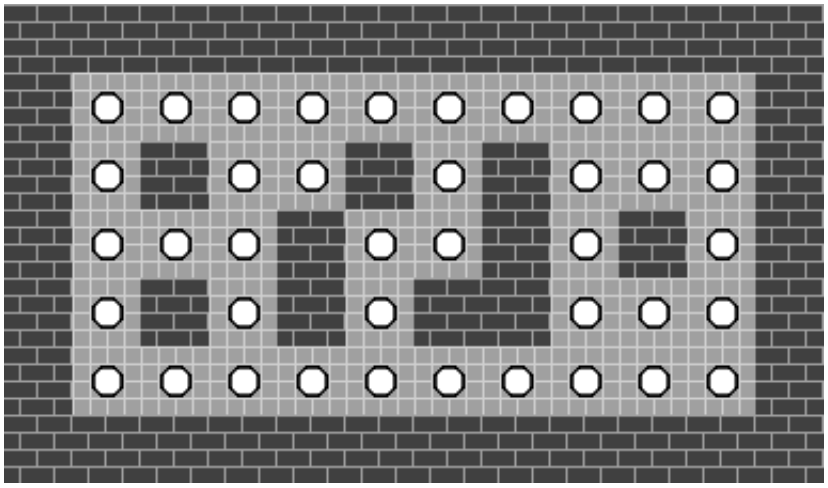
1. 代码：

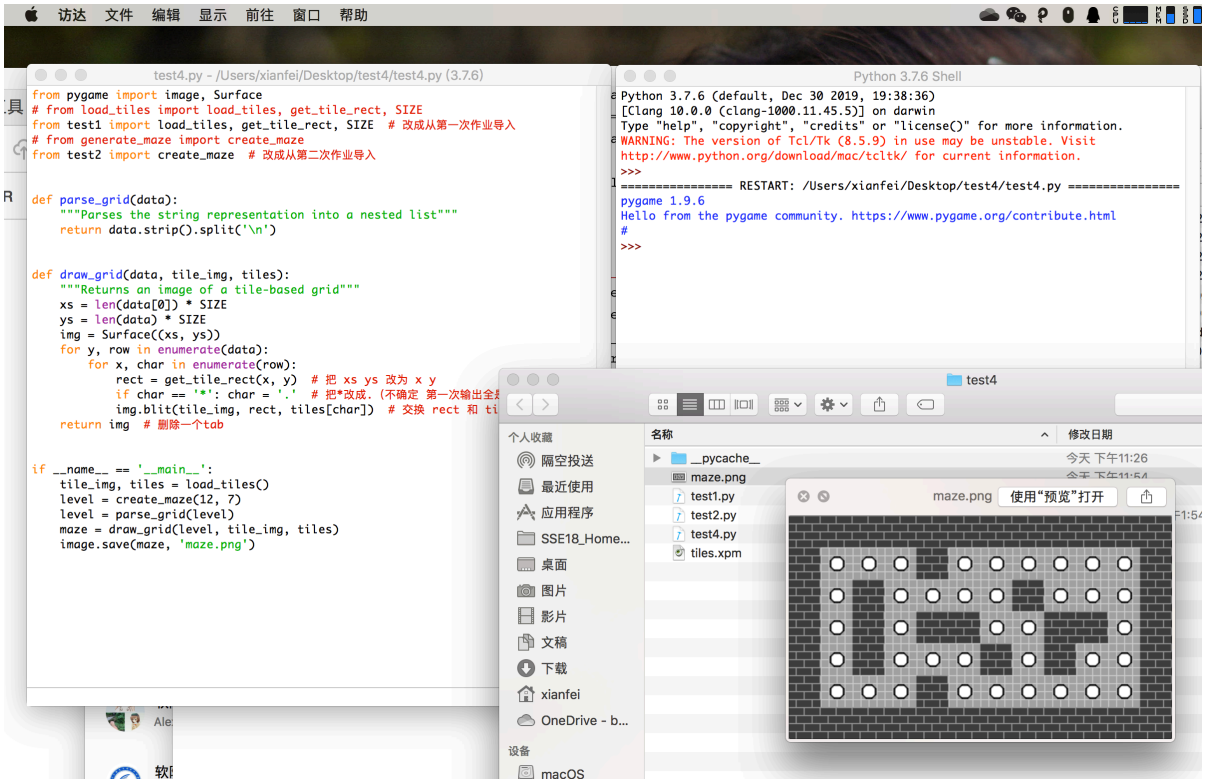
```
from pygame import image, Surface
# from load_tiles import load_tiles, get_tile_rect, SIZE
from test1 import load_tiles, get_tile_rect, SIZE  # 改成从第一次作业导入
# from generate_maze import create_maze
from test2 import create_maze  # 改成从第二次作业导入


def parse_grid(data):
    """Parses the string representation into a nested list"""
    return data.strip().split('\n')


def draw_grid(data, tile_img, tiles):
    """Returns an image of a tile-based grid"""
    xs = len(data[0]) * SIZE
    ys = len(data) * SIZE
    img = Surface((xs, ys))
    for y, row in enumerate(data):
        for x, char in enumerate(row):
            rect = get_tile_rect(x, y)  # 把 xs ys 改为 x y
            if char == '*': char = '.'  # 把*改成.（不确定 第一次输出全是小人 看
输出示例好像应该是这样改）
            img.blit(tile_img, rect, tiles[char])  # 交换 rect 和
tiles[char] 的位置
    return img  # 删除一个tab


if __name__ == '__main__':
    tile_img, tiles = load_tiles()
    level = create_maze(12, 7)
    level = parse_grid(level)
    maze = draw_grid(level, tile_img, tiles)
    image.save(maze, 'maze.png')
```

备注：需要将前几次作业及`tiles.xpm`文件放入同一文件夹。

2. 输出结果maze.png：



3. 运行截图


访达 文件 编辑 显示 前往 窗口 帮助
test4.py - /Users/xianfei/Desktop/test4/test4.py (3.7.6)
from pygame import image, Surface
# from load_tiles import load_tiles, get_tile_rect, SIZE
from test1 import load_tiles, get_tile_rect, SIZE # 改成从第一次作业导入
# from generate_maze import create_maze
from test2 import create_maze # 改成从第二次作业导入
def parse_grid(data):
"""Parses the string representation into a nested list"""
return data.strip().split('\n')
def draw_grid(data, tile_img, tiles):
"""Returns an image of a tile-based grid"""
xs = len(data[0]) * SIZE
ys = len(data) * SIZE
img = Surface((xs, ys))
for y, row in enumerate(data):
for x, char in enumerate(row):
rect = get_tile_rect(x, y) # 把 xs ys 改为 x y
if char == '*': char = '.' # 把*改成. (不确定 第一次输出全
img.blit(tile_img, rect, tiles[char]) # 交换 rect 和 ti
return img # 删除一个tab
if __name__ == '__main__':
tile_img, tiles = load_tiles()
level = create_maze(12, 7)
level = parse_grid(level)
maze = draw_grid(level, tile_img, tiles)
image.save(maze, 'maze.png')
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.
WARNING: The version of Tcl/Tk (8.5.9) in use may be unstable. Visit
http://www.python.org/download/mac/tcltk/ for current information.
>>>
========== RESTART: /Users/xianfei/Desktop/test4/test4.py ==========
pygame 1.9.6
Hello from the pygame community. https://www.pygame.org/contribute.html
#
>>>
test4
个人收藏
隔空投送
最近使用
应用程序
SSE18_Home...
桌面
图片
影片
文稿
下载
xianfei
OneDrive - b...
设备
macOS
名称
修改日期
__pycache__
今天 下午11:26
maze.png
test1.py
test2.py
test4.py
tiles.xpm
maze.png
使用“预览”打开