

COMP1005/5005 - Practical Test 3

Download the case code from the Assignment area on Blackboard, then complete the four tasks below - one mark/program for each task:

1. Copy `snoo.py` to `task1.py` then modify to plot / move four puppies:

- Use a loop to add seven Puppies to the `creature` list, then another loop to plot them, use `fig.savefig("task1.png")` to save the plot
- Add in a **simulation** loop to move and plot the puppies for ten timesteps (use the **stepChange** method as-is).
- Update the plot title to include the timestep number.

2. Make and test a Cat class – using a test harness

- Update `creatures.py` to have a **Cat** class, based on the Puppy class (you can change the patch for the shape)
- Add the name as an **annotation** above the cat's head in `plot_me()`
- Copy the `task1.py` code to `testCat.py`
- Reduce the size of the test map to 30x30 rows/columns
- Create one **grey Cat** and update its **stepChange** function to go North/South/East/West (von Neumann neighbourhood)

3. Add a map of the yard as `task3.py` simulation:

- Copy `task1.py` to `task3.py` and add four cats to the creature list, move and plot them with the puppies
- Add the annotation to the Puppy class
- Increase the yard size to 120x90 rows/columns
- Set values for the yard in **build_yard(size)**, based on sample plot
- Use slicing so grass = 5, fences = 0, house = 7 & path = 10
- Change the **colour map** to "nipy_spectral"

4. Make a smell map and plot it next to the yard map – `task4.py`

- Modify the call to `plt.subplots` to give one row with two plots
- Plot the empty **smells** array in the right-hand subplot
- Use **update_smells(smells, creatures)** on each timestep to set smells to 10 wherever there is a creature
- Use **plot_smells(ax, smells)** to plot the smell map with a "hot" colormap

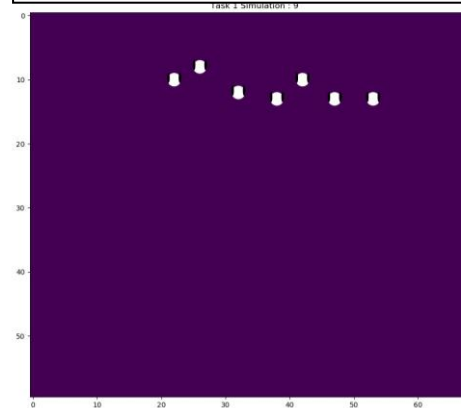
README - Update README file to include info on your code and images

1. Submission and Assessment

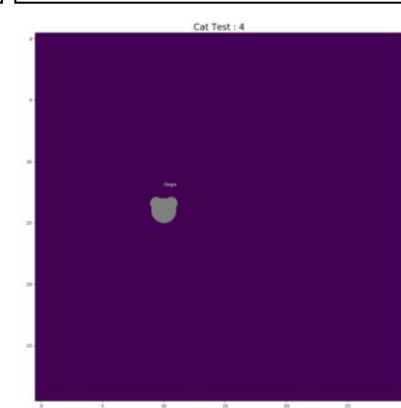
Ask your tutor to assess your work when complete, then upload to BB

zip PracTest3_ID *

Example plot for Task 1

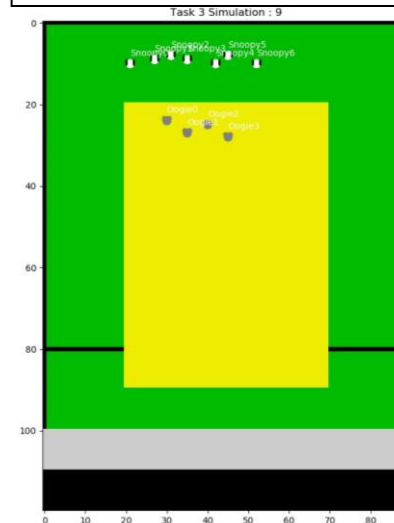


Example plot for Task 2



(Cat ears redrawn as circles – not required)

Example plot for Task 3



Example plot for Task 4

