Quiz2
Data Streaming

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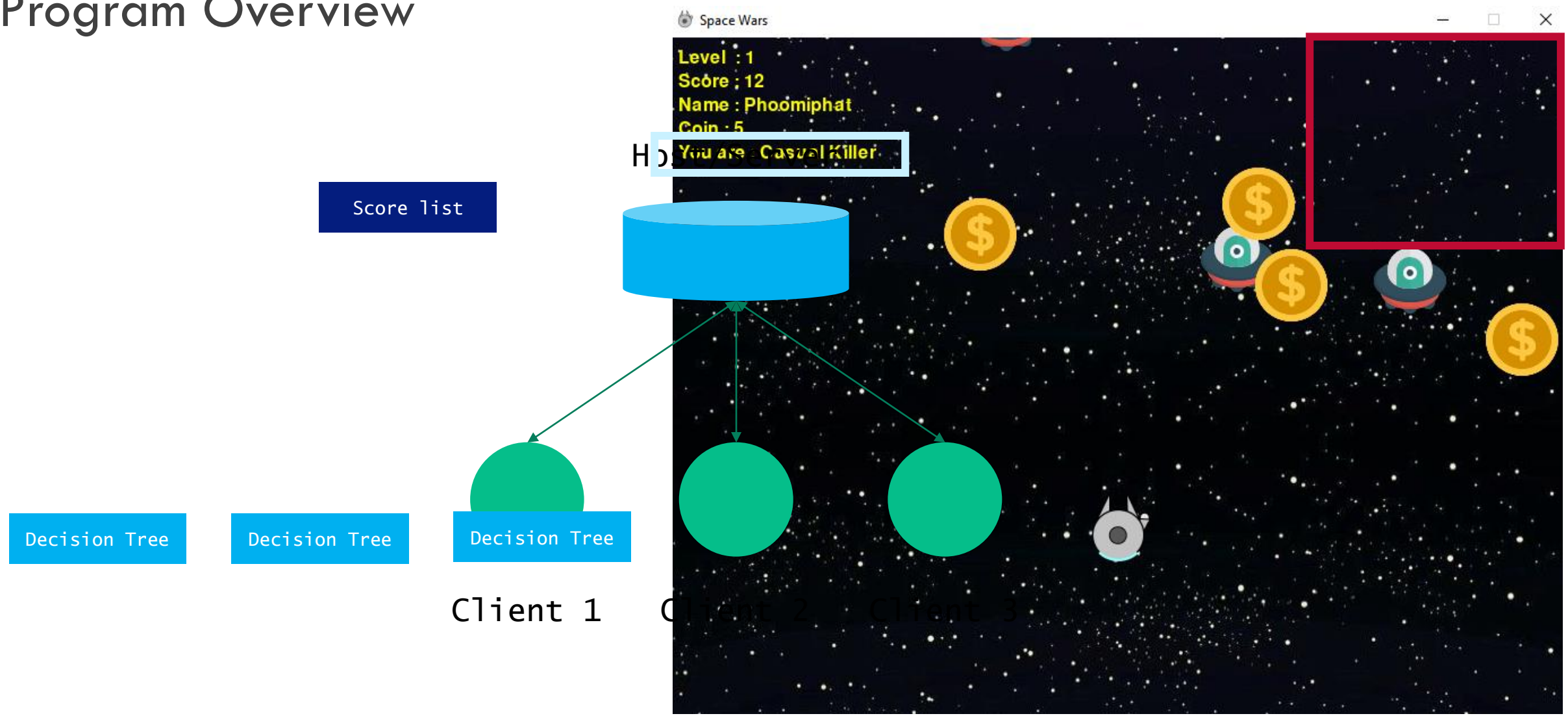
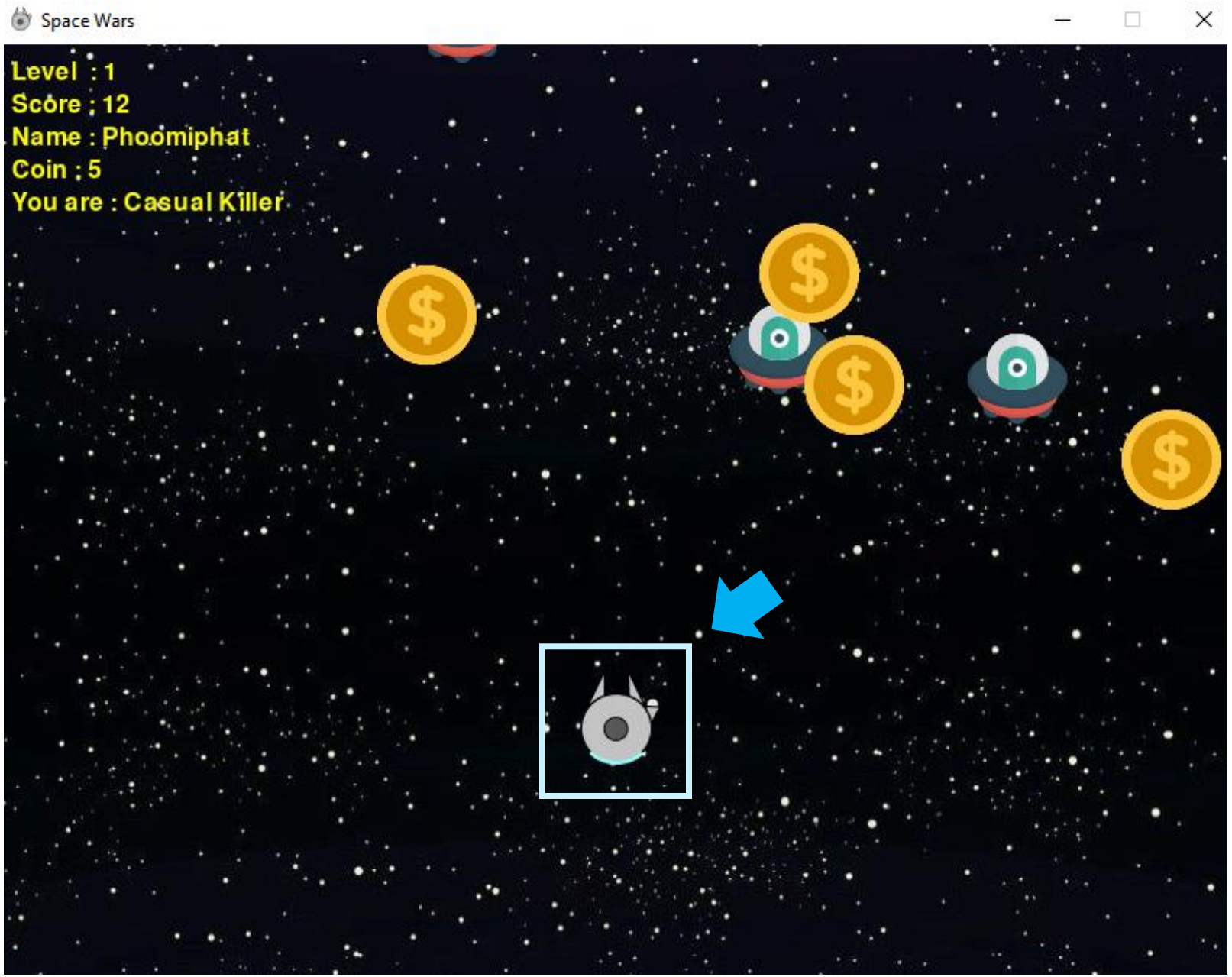
Program Overview



Program Overview

```
a0 = statistics.mean(A0) if len(A0) else 0
a1 = statistics.mean(A1) if len(A1) else 0
a2 = coin_count
a3 = destroyed_enemy_count
a4 = shots_count
a5 = a4 - a3
a6 = level
a7 = keyX_pressed_count
a8 = keyY_pressed_count
a9 = respawn_enemy_count
a10 = respawn_coin_count
```



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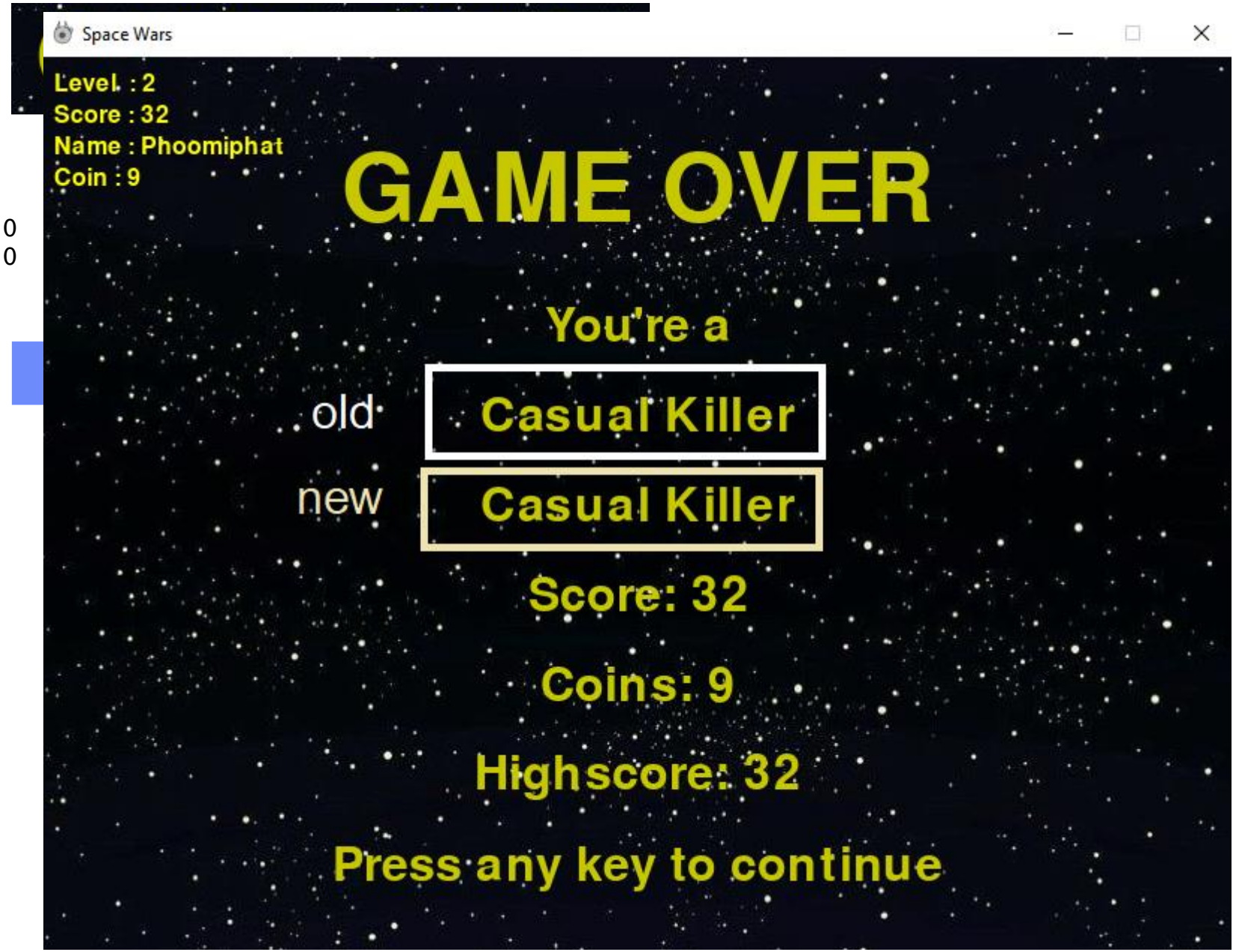

Code modification

```
def pred_ut2(level, keyX_pressed_count, keyY_pressed_count, respawn_enemy_count, respawn_coin_count):
        global A0, A1

        a0 = statistics.mean(A0) if len(A0) else 0
        a1 = statistics.mean(A1) if len(A1) else 0
        a2 = coin_count
        a3 = destroyed_enemy_count
        a4 = shots_count
        a5 = A4 - A3
        a6 = level
        a7 = keyX_pressed_count
        a8 = keyY_pressed_count
        a9 = respawn_enemy_count
        a10 = respawn_coin_count
        # a11 = a3/a9
        # a12 = a2/a10
        X = [[a0, a1, a2, a3, a4, a5, a6, a7, a8, a9, a10]]

        X_scale = dt_scaler.transform(X)

        y = ht.predict(X_scale)[0]


        return LABELS.get(y)
```

Code modification

```
def show_game_over(screen_sizeX, screen_sizeY, score, high_score, coin_count, user_type,user_type2):

        # Move enemies below screen (is there a better way?)
        for i in range(num_of_enemies):
                enemy[i].posY = screen_sizeY + 100

        # Display text and score
        message_display_center('GAME OVER', font_large, yellow, int(screen_sizeX/2), int(screen_sizeY * 3/20))
        message_display_center('You\'re a', font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY * 3/10))
        message_display_center(user_type, font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY * 4/10))
        message_display_center(user_type2, font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY * 5/10))
        message_display_center('Score: ' + str(score), font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY *6/10))
        message_display_center('Coins: ' + str(coin_count), font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY *7/10))
        message_display_center('Highscore: ' + str(high_score), font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY *8/10))
        message_display_center('Press any key to continue', font_medium, yellow, int(screen_sizeX/2), int(screen_sizeY *9/10))
```

Code modification

```
game_over = True

a0 = statistics.mean(A0) if len(A0) else 0
a1 = statistics.mean(A1) if len(A1) else 0
a2 = coin_count
a3 = destroyed_enemy_count
a4 = shots_count
a5 = a4 - a3
a6 = level
a7 = keyX_pressed_count
a8 = keyY_pressed_count
a9 = respawn_enemy_count
a10 = respawn_coin_count

X = [[a0, a1, a2, a3, a4, a5, a6, a7, a8, a9, a10]]

X_scale = dt_scaler.transform(X)
y1 = decision_tree.predict(X_scale)[0]
y = ht.predict(X_scale)[0]
X = np.array(X)
yx = [y1]
y1 = np.array(yx)


ht = ht.partial_fit(X, y1)
```

Thank You