# Week 6:

In foodHeuristic function, we first take a list of the positions having food pellets in the maze. Then the mazeDistance function is used to find the Heuristic of a node. The heuristic is defined as the distance of pacman from each food position in the maze. These values are stored in a list. To find the farthest point, we find the maximum heuristic available.

We used the breadth first search function to find the food pellets closes to pacman.

In the isGoalState function, we return true if the current state has food present in that position (checked using list created in foodHeuristic function), and false otherwise.

**Question 7:**

python pacman.py -l testSearch -p AStarFoodSearchAgent

Text

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python pacman.py -l trickySearch -p AStarFoodSearchAgent

Graphical user interface

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**Question 8:**

python pacman.py -l bigSearch -p ClosestDotSearchAgent -z .5

Text

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