

textDisplay.py ([original](#))

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# textDisplay.py
# -----
# Licensing Information: Please do not distribute or publish solutions to this
# project. You are free to use and extend these projects for educational
# purposes. The Pacman AI projects were developed at UC Berkeley, primarily by
# John DeNero (denero@cs.berkeley.edu) and Dan Klein (klein@cs.berkeley.edu).
# For more info, see http://inst.eecs.berkeley.edu/~cs188/sp09/pacman.html

import pacman, time

DRAW_EVERY = 1
SLEEP_TIME = 0 # This can be overwritten by __init__
DISPLAY_MOVES = False
QUIET = False # Supresses output

class NullGraphics:
    def initialize(self, state, isBlue = False):
        pass

    def update(self, state):
        pass

    def pause(self):
        time.sleep(SLEEP_TIME)

    def draw(self, state):
        print state

    def finish(self):
        pass

class PacmanGraphics:
    def __init__(self, speed=None):
        if speed != None:
            global SLEEP_TIME
            SLEEP_TIME = speed

    def initialize(self, state, isBlue = False):
        self.draw(state)
        self.pause()
        self.turn = 0
        self.agentCounter = 0

    def update(self, state):
        numAgents = len(state.agentStates)
        self.agentCounter = (self.agentCounter + 1) % numAgents
        if self.agentCounter == 0:
            self.turn += 1
            if DISPLAY_MOVES:
                ghosts = [pacman.nearestPoint(state.getGhostPosition(i)) for i in range(1,
numAgents)]
                print "%4d) P: %-8s" % (self.turn,
str(pacman.nearestPoint(state.getPacmanPosition()))), '| Score: %-5d' % state.score, '|
Ghosts:', ghosts
            if self.turn % DRAW_EVERY == 0:
                self.draw(state)
                self.pause()
            if state._win or state._lose:
                self.draw(state)

    def pause(self):
        time.sleep(SLEEP_TIME)

    def draw(self, state):
```

```
print state  
def finish(self):  
    pass
```

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