**B2KI: Parallel Exercises for Project B**

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**Exercise 1**  
a. The game state is the collection of data representing everything in the game world, so to speak – Pac-Man himself, the walls, the food, the ghosts, and whether or not Pac-Man has won the game. The generateSuccessor method returns the game state with the updated version of the specified agent. It is through this method that the game state is updated.

b. ???

c. Data structure: Relevant metaphor:   
 A. Stack III. Pallets of beer crates  
 B. Queue II. Supermarket check-out line  
 C. Priority Queue I. Hospital waiting room

d. StayEastSearch and StayWestSearch keep Pac-Man as much in the right and the left of the world respectively. This is accomplished by giving moves left and right – the opposite of where Pac-Man wants to be – a higher cost than other moves. They feed this information into the UniformCostSearch which prioritises the lowest-cost route, thus calculating a route that stays east or west as much as possible.

**Exercise 2**

**Exercise 3**a.

b.

b.

**Exercise 4**a.

b.

c.

**Exercise 5**  
a.

b.

**Exercise 6**

**Exercise 7**

**Exercise 8**a.

b.

c.

**Exercise 9**a.

b.

c.

**Exercise 10**a.

b.

c.

**Exercise 11**