

	Minimax Ghost	Random Ghost
Minimax Pacman	Won: 0/5 Avg.Score:-385	Won: 0/5 Avg.Score:-242.6
Expectimax Pacman	Won: 0/5 Avg.Score:-385	Won: 3/5 Avg.Score:607.2
Reflex Pacman	Won: 0/5 Avg.Score:-388.8	Won: 1/5 Avg.Score:38.8

```
C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g MinimaxGhost -p MinimaxAgent -q -n 5
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Average Score: -385.0
Scores: -385.0, -385.0, -385.0, -385.0, -385.0
Win Rate: 0/5 (0.00)
Record: Loss, Loss, Loss, Loss, Loss

C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g RandomGhost -p MinimaxAgent -q -n 5
Pacman died! Score: -244
Pacman died! Score: 9
Pacman died! Score: -357
Pacman died! Score: -570
Pacman died! Score: -51
Average Score: -242.6
Scores: -244.0, 9.0, -357.0, -570.0, -51.0
Win Rate: 0/5 (0.00)
Record: Loss, Loss, Loss, Loss, Loss
```

```
C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g RandomGhost -p ExpectimaxAgent -q -n 5
Pacman emerges victorious! Score: 1201
Pacman emerges victorious! Score: 743
Pacman died! Score: -297
Pacman died! Score: 134
Pacman emerges victorious! Score: 1255
Average Score: 607.2
Scores: 1201.0, 743.0, -297.0, 134.0, 1255.0
Win Rate: 3/5 (0.60)
Record: Win, Win, Loss, Loss, Win

C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g MinimaxGhost -p ExpectimaxAgent -q -n 5
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Pacman died! Score: -385
Average Score: -385.0
Scores: -385.0, -385.0, -385.0, -385.0, -385.0
Win Rate: 0/5 (0.00)
Record: Loss, Loss, Loss, Loss, Loss
```

```

C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g MinimaxGhost -p ReflexAgent -q -n 5
Pacman died! Score: -205
Pacman died! Score: -446
Pacman died! Score: -446
Pacman died! Score: -401
Pacman died! Score: -446
Average Score: -388.8
Scores:      -205.0, -446.0, -446.0, -401.0, -446.0
Win Rate:    0/5 (0.00)
Record:      Loss, Loss, Loss, Loss, Loss

C:\Users\96371\Desktop\AI class\weeks7-8\prac4_Pacman>python2 pacman.py -l smallClassic -g RandomGhost -p ReflexAgent -q -n 5
Pacman died! Score: -234
Pacman died! Score: -340
Pacman emerges victorious! Score: 976
Pacman died! Score: -105
Pacman died! Score: -103
Average Score: 38.8
Scores:      -234.0, -340.0, 976.0, -105.0, -103.0
Win Rate:    1/5 (0.20)
Record:      Loss, Loss, Win, Loss, Loss

```

Q3: The Pacman agent is implementing the correct assumption of the ghosts behavior in all cases.

Q4: Because they use the same algorithm and perform the same.