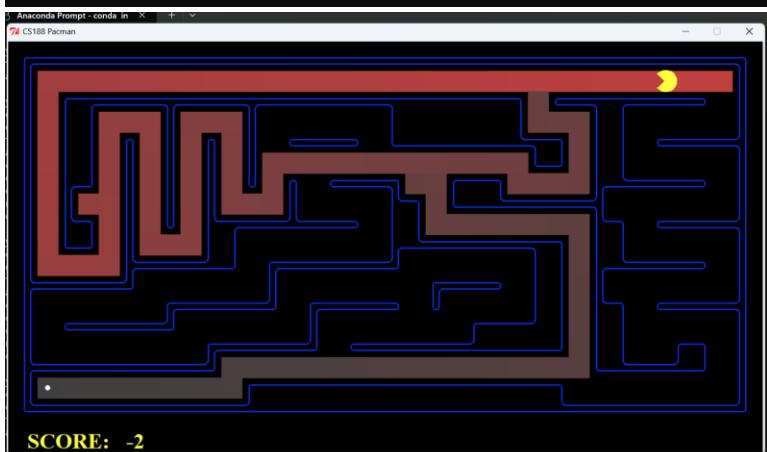
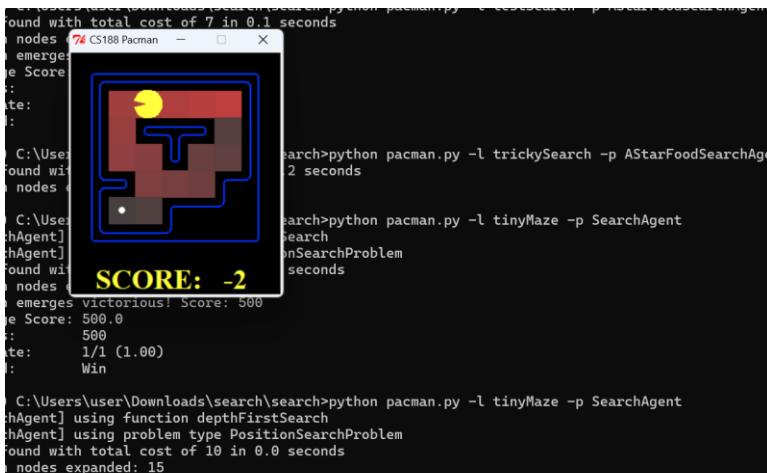


1. Depth-First Search (DFS)

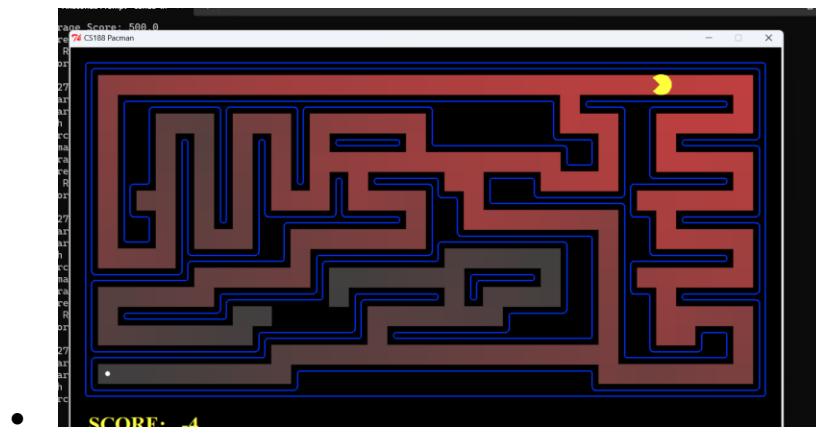
After implementing the depth-first search, and running the command in the terminal, this is the solution it found:

- The exploration order is not what I had expected.
 - Pacman doesn't go through all the squares.

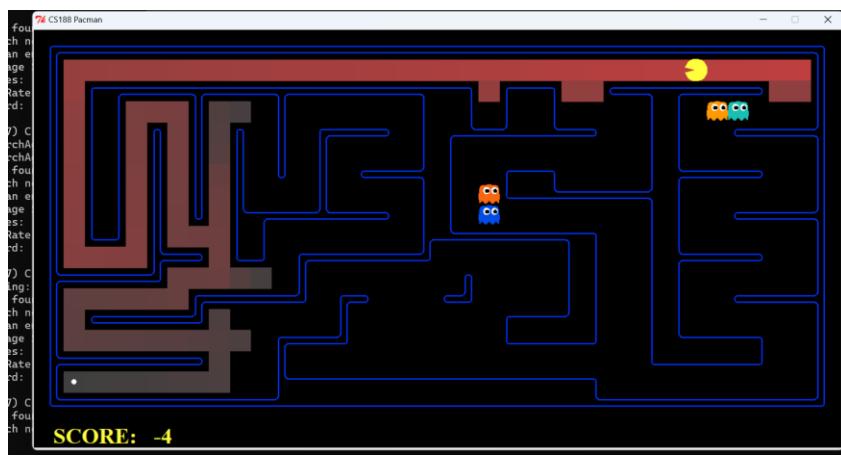
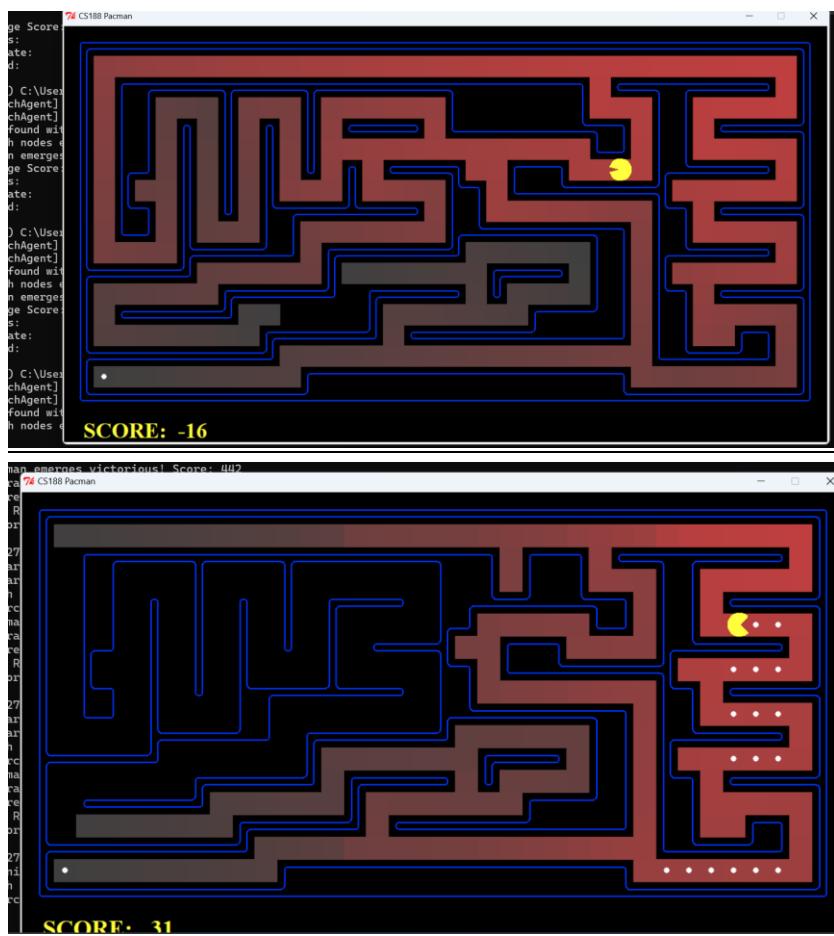


2. Breadth-First Search(BFS)

- It indeed does get a least cost solution.



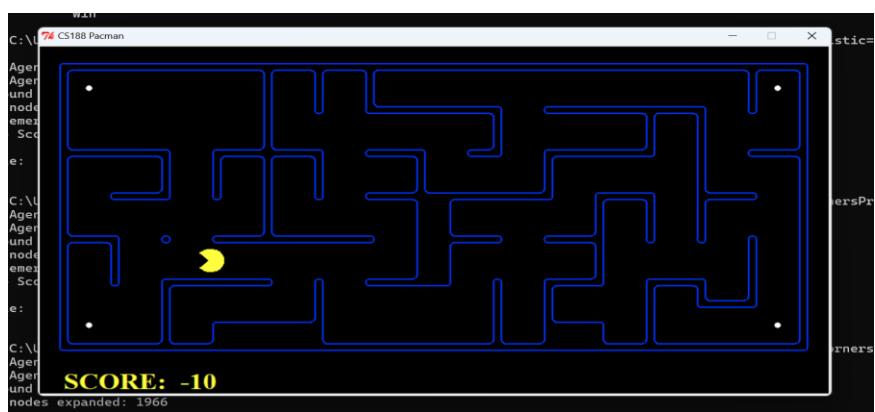
3. Implement the uniform-cost graph search algorithm



4. A* Search

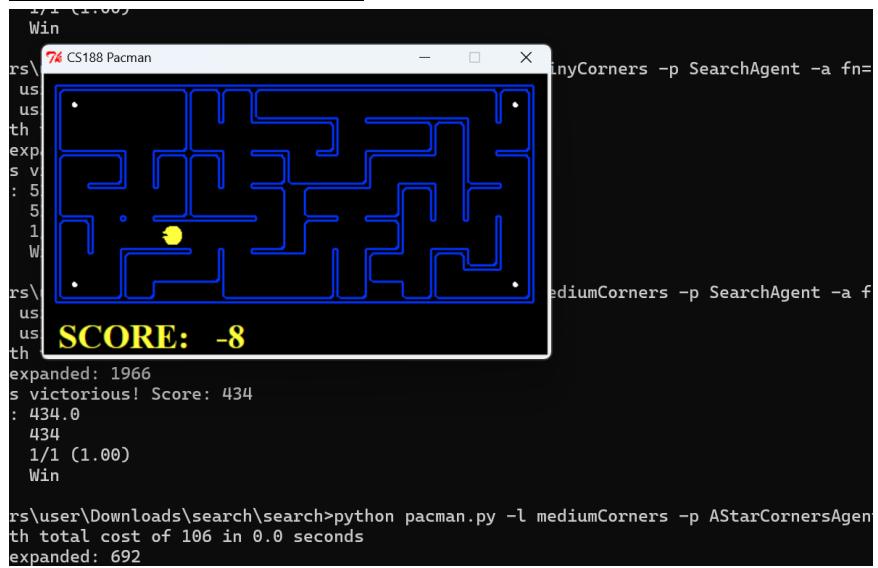


5. Finding All the Corners



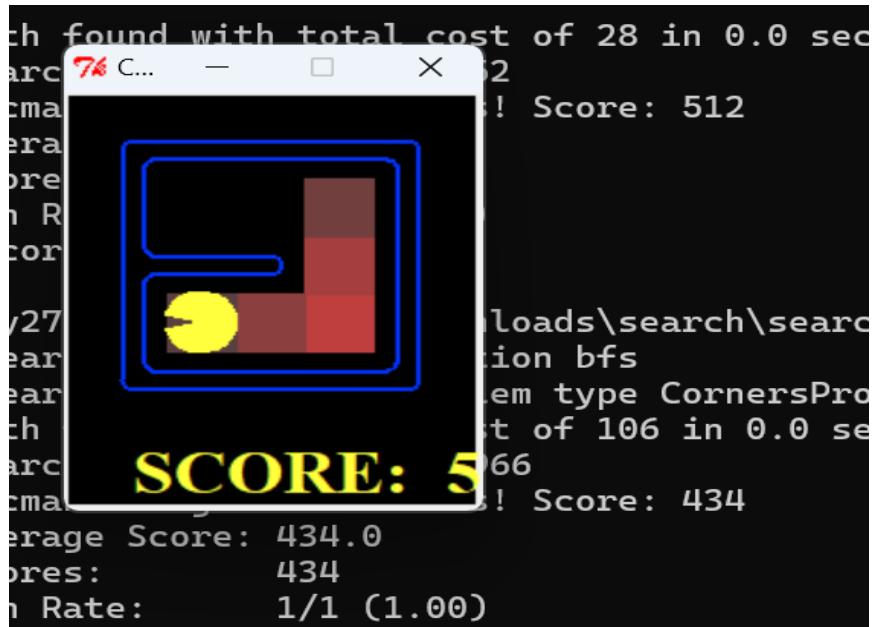
6. Implementing a non-trivial

```
rs\user\Downloads\search>python pacman.py -l tinyCorners -p SearchAgent -a fn=
Win
76 CS188 Pacman
tinyCorners -p SearchAgent -a fn=
rs\user\Downloads\search>python pacman.py -l mediumCorners -p SearchAgent -a f
Win
rs\user\Downloads\search>python pacman.py -l mediumCorners -p SearchAgent -a f
Win
rs\user\Downloads\search>python pacman.py -l mediumCorners -p AStarCornersAgen
th total cost of 106 in 0.0 seconds
expanded: 692
```



7. Eating all the dots

```
76 C... - X 2
cma! Score: 512
era
pre
n R
cor
y27
ear
ear
ch
arc
cma! Score: 434
erage Score: 434.0
ores: 434
n Rate: 1/1 (1.00)
```



8. Filling in foodHeuristic

