Translate Python to C++

REVIEW | CODE REVIEW | HISTORY

Meets Specifications

Your code is really great. You don't have to worry about it.

Correctness

✓ **Code passes the provided tests in tests.cpp**

pass all the tests perfectly~

✓ **'initialize_beliefs' is implemented the right way.**

You can also initialize your code in the following way~

```
vector< vector <float> > newGrid (rows , vector< float >(cols , beliefs));
```

✓ **'sense' is implemented the right way.**

You can simplify your code in this way~

```
    int hit = (color == grid[i][j]);
    newGrid[i][j] = beliefs[i][j] * (hit * p_hit + (1 - hit) * p_miss);
```

or:

```
            newGrid[i][j] = beliefs[i][j] * (grid[i][j] == color ? p_hit : p_miss);
```

✓ **'move' is implemented the right way.**

Nice implementation~ You can also use this to simplify your code~

```
newGrid[(i+dy)%rows][(j+dx)%cols]=beliefs[i][j];
```

or this:

```
newGrid[i][j] = beliefs[(i - dx+height) % height][(j - dy+width) % width];
```

Code Quality

✓ **Code quality issues should not make a project non-passing unless they are problematic enough that it is not possible to understand the code at all with a reasonable amount of effort.**

Readability is important so try to go through your code before submitting to make sure that a reviewer will be able to provide the most helpful feedback for you.

Love your code! Perfect!

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