Exercise 4

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Lecture Sequence due Dec 15, 2022 07:30 +08 Completed

Exercise 4

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Suppose we wanted to create a class `PolarBearDrunk`, a drunk polar bear who moves randomly along the x and y axes taking large steps when moving South, and small steps when moving North.

```
class PolarBearDrunk(Drunk):
    def takeStep(self):
        # code for takeStep()
```

Which of the following would be an appropriate implementation of `takeStep()`?

1. Option A)

```
directionList = [(0.0, 1.0), (1.0, 0.0), (-1.0, 0.0), (0.0, -1.0)]
myDirection = random.choice(directionList)
if myDirection[0] == 0.0:
    return myDirection + (0.0, -0.5)
return myDirection
```

2. Option B)

```
directionList = [(0.0, 0.5), (1.0, -0.5), (-1.0, -0.5), (0.0, -1.5)]
return random.choice(directionList)
```

3. Option C)

```
directionList = [(0.0, 0.5), (1.0, 0.0), (-1.0, 0.0), (0.0, -1.5)]
return random.choice(directionList)
```

4. Option D)

```
directionList = [(0.0, 1.0), (1.0, 0.0), (-1.0, 0.0), (0.0, -1.0), (0.0, -1.0)]
return random.choice(directionList)
```

- ○ Option A)
- ○ Option B)
- ◉ Option C)
- ○ Option D)

✔

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? Why B is not the correct answer?

Hello. I do not understand why B is not the correct answer. The explanation is that the directions are not along the axis. What dose t... 5

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