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def myLayout(problem):
    from game import Directions
    s = Directions.SOUTH
    w = Directions.WEST
    n = Directions.NORTH
    return [[s, w, s, w, w, w, w, w, n, w, n]]

```

```

class MyLocationAgent(Agent):
    def __init__(self, fn='lol', prob='PositionSearchProblem', heuristic='nullHeuristic'):

        func = getattr(search, fn)
        self.searchFunction = func
        self.searchType = globals()[prob]

    def registerInitialState(self, state):
        problem = self.searchType(state)
        self.actions = self.searchFunction(problem)

    def getAction(self, state):
        if 'actionIndex' not in dir(self): self.actionIndex = 0
        i = self.actionIndex
        self.actionIndex += 1
        if i < len(self.actions):
            return self.actions[i]
        else:
            return Directions.STOP

```