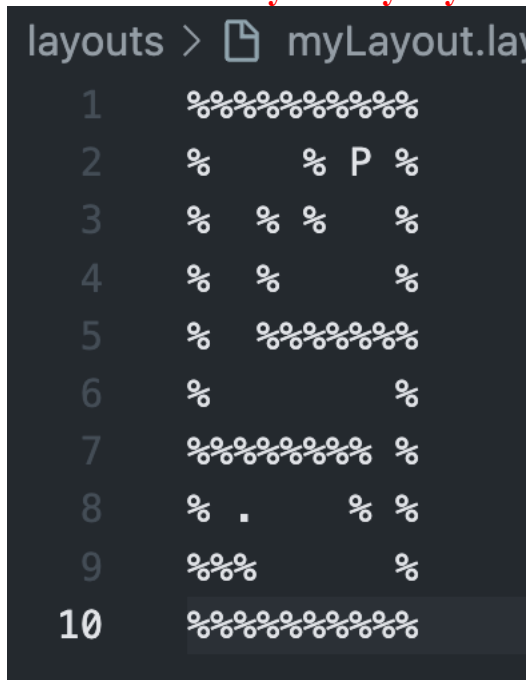


Exercise 2:

A screen shot of your myLayout environment from Step 8



The behavior of the pacman is the same with previous situation causing unpredictable movement.

Exercise 3:

Describe the behavior of RandomAgent from Step 9

The pacman moves smoothly causing of no “Stop” direction to make the tearing screen.

Exercise 4:

Describe the behavior of ReflexAgent from Step 10

Even though the Pac-Man still moves randomly, he can now track food and accelerate himself.

Exercise 5:

For each of the percepts listed in Step 10, show what command/code enables you to access it. For example:

Pac-man’s postion: `gameState.getPacmanPosition()`

Pac-Man can perceive:

- His position: **gameState.getPacmanPosition()**
- The position of all the ghosts: **gameState.getGhostPositions()**
- The locations of the walls: **gameState.getWalls()**
- The positions of the capsules: **gameState.getCapsules()**
- The positions of each food pellet: **gameState.getFood()**
- The total number of food pellets still available:
gameState.getNumFood()
- Whether it has won or lost the game: **gameState.isLose()** and
gameState.isWin()
- His current score in the game: **gameState.getScore()**