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**Exercise 1:**

**Describe the behavior of RandomAgent from Step 7**

A screen shot of a game

Description automatically generated

In this case, the pacman moves unpredictably. However, the program is not crashed over the running period. Besides that, the pacman rarely reach to the surrounding of the food and not even reach the food.

**Exercise 2:**

**A screen shot of your myLayout environment from Step 8**

A black background with white text and symbols

Description automatically generated

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 **gameSate.isWin()**
* His current score in the game: **gameState.getScore()**