

Introduction to Artificial Intelligence

Program 1(a) – Search in Pac-Man

Oct 19, 2017

Objectives

Practice and get familiar with the way to solve problem by searching. In this assignment you need to make use of the taught subject matters about Solving Problem by Searching (ch. 3) and Informed Search and Exploration (ch. 4).

Program

Write Python programs to solve the following two questions of the [Search in Pac-Man] project indicated in the course website.

- Finding a Fixed Food Dot using Search Algorithms
 - Question 1: Use the depth-first search (DFS) algorithm.
 - Question 2: Use the breadth-first search (BFS) algorithm.

Submission

- **2017/10/25 24:00 (degrade by 10 points for each day delay)**
- Zip the source code (*.py) and upload to eCourse system