

DeprecationWarning: the imp module is deprecated in favour of importlib; see the module's documentation for alternative uses

```
import imp
```

Starting on 10-14 at 13:40:12

Question q1

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Pacman died! Score: -749

Pacman died! Score: 28

Pacman died! Score: -403

Pacman died! Score: -58

Pacman died! Score: -226

Pacman died! Score: -364

Pacman emerges victorious! Score: 479

Pacman died! Score: -82

Pacman died! Score: -203

Pacman died! Score: -302

Average Score: -188.0

Scores: -749.0, 28.0, -403.0, -58.0, -226.0, -364.0, 479.0, -82.0, -203.0, -302.0

Win Rate: 1/10 (0.10)

Record: Loss, Loss, Loss, Loss, Loss, Loss, Win, Loss, Loss, Loss

*** FAIL: test_cases\q1\grade-agent.test (0 of 4 points)

*** -188.0 average score (0 of 2 points)

*** Grading scheme:

*** < 500: 0 points

*** >= 500: 1 points

*** >= 1000: 2 points

*** 10 games not timed out (0 of 0 points)

*** Grading scheme:

*** < 10: fail

*** >= 10: 0 points
*** 1 wins (0 of 2 points)
*** Grading scheme:
*** < 1: fail
*** >= 1: 0 points
*** >= 5: 1 points
*** >= 10: 2 points

Question q1: 0/4

Question q2

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*** PASS: test_cases\q2\0-eval-function-lose-states-1.test
*** PASS: test_cases\q2\0-eval-function-lose-states-2.test
*** PASS: test_cases\q2\0-eval-function-win-states-1.test
*** PASS: test_cases\q2\0-eval-function-win-states-2.test
*** PASS: test_cases\q2\0-lecture-6-tree.test
*** PASS: test_cases\q2\0-small-tree.test
*** PASS: test_cases\q2\1-1-minmax.test
*** PASS: test_cases\q2\1-2-minmax.test
*** PASS: test_cases\q2\1-3-minmax.test
*** PASS: test_cases\q2\1-4-minmax.test
*** PASS: test_cases\q2\1-5-minmax.test
*** PASS: test_cases\q2\1-6-minmax.test
*** PASS: test_cases\q2\1-7-minmax.test
*** PASS: test_cases\q2\1-8-minmax.test
*** PASS: test_cases\q2\2-1a-vary-depth.test
*** PASS: test_cases\q2\2-1b-vary-depth.test
*** PASS: test_cases\q2\2-2a-vary-depth.test

```
*** PASS: test_cases\q2\2-2b-vary-depth.test
*** PASS: test_cases\q2\2-3a-vary-depth.test
*** PASS: test_cases\q2\2-3b-vary-depth.test
*** PASS: test_cases\q2\2-4a-vary-depth.test
*** PASS: test_cases\q2\2-4b-vary-depth.test
*** PASS: test_cases\q2\2-one-ghost-3level.test
*** PASS: test_cases\q2\3-one-ghost-4level.test
*** PASS: test_cases\q2\4-two-ghosts-3level.test
*** PASS: test_cases\q2\5-two-ghosts-4level.test
*** PASS: test_cases\q2\6-tied-root.test
*** PASS: test_cases\q2\7-1a-check-depth-one-ghost.test
*** PASS: test_cases\q2\7-1b-check-depth-one-ghost.test
*** PASS: test_cases\q2\7-1c-check-depth-one-ghost.test
*** PASS: test_cases\q2\7-2a-check-depth-two-ghosts.test
*** PASS: test_cases\q2\7-2b-check-depth-two-ghosts.test
*** PASS: test_cases\q2\7-2c-check-depth-two-ghosts.test
*** Running MinimaxAgent on smallClassic 1 time(s).

Pacman died! Score: 84

Average Score: 84.0

Scores:      84.0

Win Rate:    0/1 (0.00)

Record:      Loss

*** Finished running MinimaxAgent on smallClassic after 1 seconds.

*** Won 0 out of 1 games. Average score: 84.000000 ***

*** PASS: test_cases\q2\8-pacman-game.test
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Question q2: 5/5

Question q3

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*** PASS: test_cases\q3\0-eval-function-lose-states-1.test
*** PASS: test_cases\q3\0-eval-function-lose-states-2.test
*** PASS: test_cases\q3\0-eval-function-win-states-1.test
*** PASS: test_cases\q3\0-eval-function-win-states-2.test
*** PASS: test_cases\q3\0-lecture-6-tree.test
*** PASS: test_cases\q3\0-small-tree.test
*** PASS: test_cases\q3\1-1-minmax.test
*** PASS: test_cases\q3\1-2-minmax.test
*** PASS: test_cases\q3\1-3-minmax.test
*** PASS: test_cases\q3\1-4-minmax.test
*** PASS: test_cases\q3\1-5-minmax.test
*** PASS: test_cases\q3\1-6-minmax.test
*** PASS: test_cases\q3\1-7-minmax.test
*** PASS: test_cases\q3\1-8-minmax.test
*** PASS: test_cases\q3\2-1a-vary-depth.test
*** PASS: test_cases\q3\2-1b-vary-depth.test
*** PASS: test_cases\q3\2-2a-vary-depth.test
*** PASS: test_cases\q3\2-2b-vary-depth.test
*** PASS: test_cases\q3\2-3a-vary-depth.test
*** PASS: test_cases\q3\2-3b-vary-depth.test
*** PASS: test_cases\q3\2-4a-vary-depth.test
*** PASS: test_cases\q3\2-4b-vary-depth.test
*** PASS: test_cases\q3\2-one-ghost-3level.test
*** PASS: test_cases\q3\3-one-ghost-4level.test
*** PASS: test_cases\q3\4-two-ghosts-3level.test
*** PASS: test_cases\q3\5-two-ghosts-4level.test
*** PASS: test_cases\q3\6-tied-root.test
*** PASS: test_cases\q3\7-1a-check-depth-one-ghost.test
*** PASS: test_cases\q3\7-1b-check-depth-one-ghost.test
*** PASS: test_cases\q3\7-1c-check-depth-one-ghost.test

*** PASS: test_cases\q3\7-2a-check-depth-two-ghosts.test

*** PASS: test_cases\q3\7-2b-check-depth-two-ghosts.test

*** PASS: test_cases\q3\7-2c-check-depth-two-ghosts.test

*** Running AlphaBetaAgent on smallClassic 1 time(s).

Pacman died! Score: 84

Average Score: 84.0

Scores: 84.0

Win Rate: 0/1 (0.00)

Record: Loss

*** Finished running AlphaBetaAgent on smallClassic after 0 seconds.

*** Won 0 out of 1 games. Average score: 84.000000 ***

*** PASS: test_cases\q3\8-pacman-game.test

Question q3: 5/5

Question q4

=====

*** Method not implemented: getAction at line 251 of multiAgents.py

*** FAIL: Terminated with a string exception.

Question q4: 0/5

Question q5

=====

*** Method not implemented: getAction at line 251 of multiAgents.py

*** FAIL: Terminated with a string exception.

Question q5: 0/6

Finished at 13:40:19

Provisional grades

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Question q1: 0/4

Question q2: 5/5

Question q3: 5/5

Question q4: 0/5

Question q5: 0/6

Total: 10/25

Your grades are NOT yet registered. To register your grades, make sure to follow your instructor's guidelines to receive credit on your project.