

```
1 C:\Python27\python.exe D:/project/CSE537-project/project_2/multiagent/pacman.py -p MinimaxAgent -a
  depth=3 -f -l smallClassic -q
2 Pacman emerges victorious! Score: 882
3 Average Score: 882.0
4 Scores:      882.0
5 Win Rate:    1/1 (1.00)
6 Record:      Win
7
8 Running time: 3.12299990654
9
10 Memory usage below:
11
12 Partition of a set of 364763 objects. Total size = 32872312 bytes.
13 Index Count %   Size % Cumulative % Kind (class / dict of class)
14 0 15184 4 7956416 24 7956416 24 dict of game.GameStateData
15 1 45552 12 6377280 19 14333696 44 dict of game.AgentState
16 2 57029 16 3951828 12 18285524 56 list
17 3 17235 5 2412900 7 20698424 63 dict of game.Configuration
18 4 15524 4 2173360 7 22871784 70 dict of game.Grid
19 5 15184 4 2125760 6 24997544 76 dict of __main__.GameState
20 6 45552 12 1639872 5 26637416 81 game.AgentState
21 7 28049 8 1058084 3 27695500 84 tuple
22 8 16805 5 1022020 3 28717520 87 str
23 9 17235 5 620460 2 29337980 89 game.Configuration
24 <119 more rows. Type e.g. '_more' to view.>
25
26 Process finished with exit code 0
27
```