```
 1  C:\Python27\python.exe D:/project/CSE537-project/project_2/multiagent/pacman.py -p ReflexAgent -l
    openClassic -n 10 -q
 2  Pacman emerges victorious! Score: 1245
 3  Pacman emerges victorious! Score: 1225
 4  Pacman emerges victorious! Score: 1236
 5  Pacman emerges victorious! Score: 1233
 6  Pacman emerges victorious! Score: 1243
 7  Pacman emerges victorious! Score: 1230
 8  Pacman emerges victorious! Score: 1236
 9  Pacman emerges victorious! Score: 1243
10  Pacman emerges victorious! Score: 1253
11  Pacman emerges victorious! Score: 1225
12  Average Score: 1236.9
13  Scores:     1245.0, 1225.0, 1236.0, 1233.0, 1243.0, 1230.0, 1236.0, 1243.0, 1253.0, 1225.0
14  Win Rate:    10/10 (1.00)
15  Record:     Win, Win, Win, Win, Win, Win, Win, Win, Win, Win
16
17  Running time: 2.95600008965
18
19  Memory usage below:
20
21  Partition of a set of 330996 objects. Total size = 31856772 bytes.
22   Index  Count  %    Size   % Cumulative  % Kind (class / dict of class)
23      0 174023  53 17022332  53  17022332  53 list
24      1   7012   2  3674288  12  20696620  65 dict of game.GameStateData
25      2  14024   4  1963360   6  22659980  71 dict of game.AgentState
26      3   9454   3  1323560   4  23983540  75 dict of game.Grid
27      4   8248   2  1154720   4  25138260  79 dict of game.Configuration
28      5  16806   5  1022108   3  26160368  82 str
29      6  26393   8   998468   3  27158836  85 tuple
30      7   7012   2   981680   3  28140516  88 dict of __main__.GameState
31      8   1221   0   639804   2  28780320  90 dict of layout.Layout
32      9  14024   4   504864   2  29285184  92 game.AgentState
33  <119 more rows. Type e.g. '_.more' to view.>
34
35  Process finished with exit code 0
36
```