

```
1 C:\Python27\python.exe D:/project/CSE537-project/project_2/multiagent/pacman.py -p AlphaBetaAgent -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: 1.57699990273
9
10 Memory usage below:
11
12 Partition of a set of 219596 objects. Total size = 19223636 bytes.
13 Index Count %   Size % Cumulative % Kind (class / dict of class)
14 0 7865 4 4121260 21 4121260 21 dict of game.GameStateData
15 1 23595 11 3303300 17 7424560 39 dict of game.AgentState
16 2 39955 18 2786252 14 10210812 53 list
17 3 9266 4 1297240 7 11508052 60 dict of game.Configuration
18 4 8205 4 1148700 6 12656752 66 dict of game.Grid
19 5 7865 4 1101100 6 13757852 72 dict of __main__.GameState
20 6 16805 8 1022020 5 14779872 77 str
21 7 23595 11 849420 4 15629292 81 game.AgentState
22 8 20004 9 768464 4 16397756 85 tuple
23 9 9266 4 333576 2 16731332 87 game.Configuration
24 <119 more rows. Type e.g. '_more' to view.>
25
26 Process finished with exit code 0
27
```