

Autograder Results

Results

Code

Write Message (0.0/0.0)

Thank you for your submission!

monster_1 (0.0/0.0)

Is Monster? True
Agent's Prediction: (10, 12)
Fail

monster_10 (0.0/0.0)

Is Monster? True
Agent's Prediction: (54, 12)
Fail

monster_11 (0.0/0.0)

Is Monster? True
Agent's Prediction: (126, 12)
Fail

monster_12 (0.0/0.0)

Is Monster? True
Agent's Prediction: (220, 12)
Fail

monster_13 (0.0/0.0)

Is Monster? False
Agent's Prediction: (342, 12)
Fail

monster_14 (0.0/0.0)

Is Monster? False
Agent's Prediction: (498, 12)
Fail

monster_15 (0.0/0.0)

Is Monster? True
Agent's Prediction: (690, 12)
Fail

monster_16 (0.0/0.0)

Is Monster? False
Agent's Prediction: (918, 12)
Fail

monster_17 (0.0/0.0)

Is Monster? True
Agent's Prediction: (1162, 12)
Fail

monster_18 (0.0/0.0)

Is Monster? False
Agent's Prediction: (1416, 12)
Fail

monster_19 (0.0/0.0)

Is Monster? True
Agent's Prediction: (1700, 12)
Fail

monster_2 (0.0/0.0)

Is Monster? False
Agent's Prediction: (1994, 12)
Fail

monster_20 (0.0/0.0)

Is Monster? False
Agent's Prediction: (2316, 12)
Fail

monster_3 (0.0/0.0)

Is Monster? False
Agent's Prediction: (2648, 12)
Fail

monster_4 (0.0/0.0)

Is Monster? True
Agent's Prediction: (2990, 12)
Fail

monster_5 (0.0/0.0)

Is Monster? False
Agent's Prediction: (3348, 12)
Fail

monster_6 (0.0/0.0)

Is Monster? True
Agent's Prediction: (3734, 12)
Fail

monster_7 (0.0/0.0)

Is Monster? False
Agent's Prediction: (4142, 12)
Fail

monster_8 (0.0/0.0)

Is Monster? True
Agent's Prediction: (4560, 12)
Fail

monster_9 (0.0/0.0)

Is Monster? False
Agent's Prediction: (5008, 12)
Fail

STUDENT

Joshua Cartwright Adams

AUTOGRADER SCORE

0.0 / 40.0

PASSED TESTS

Write Message (0.0/0.0)

monster_1 (0.0/0.0)

monster_10 (0.0/0.0)

monster_11 (0.0/0.0)

monster_12 (0.0/0.0)

monster_13 (0.0/0.0)

monster_14 (0.0/0.0)

monster_15 (0.0/0.0)

monster_16 (0.0/0.0)

monster_17 (0.0/0.0)

monster_18 (0.0/0.0)

monster_19 (0.0/0.0)

monster_2 (0.0/0.0)

monster_20 (0.0/0.0)

monster_3 (0.0/0.0)

monster_4 (0.0/0.0)

monster_5 (0.0/0.0)

monster_6 (0.0/0.0)

monster_7 (0.0/0.0)

monster_8 (0.0/0.0)

monster_9 (0.0/0.0)