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PacmanGraphics 

      agentImages: list
      capsules: dict
      capture: bool
      currentGhostImages: dict
      currentState
      distributionImages: NoneType, list
      expandedCells: list
      food: list
      frameTime: float
      gridSize: float
      have window: int
      height
      infoPane
      isBlue: bool
      pacmanImage: NoneType
      previous State
      width
      zoom: float
      animatePacman(pacman, prevPacman, image)
      clearExpandedCells()
      drawAgentObjects(state)
      drawCapsules(capsules)
      drawDistributions(state)
      drawExpandedCells(cells)
      drawFood(foodMatrix)
      drawGhost(ghost, agentIndex)
      drawPacman(pacman, index)
      drawStaticObjects(state)
      drawWalls(wallMatrix)
      finish()
      getDirection(agentState)
      getEndpoints(direction, position)
      getGhostColor(ghost, ghostIndex)
      getPosition(agentState)
      initialize(state, isBlue)
      isWall(x, y, walls)
      make_window(width, height)
      moveEyes(pos, dir, eyes)
      moveGhost(ghost, ghostIndex, prevGhost, ghostImageParts)
      movePacman(position, direction, image)
      removeCapsule(cell, capsuleImages)
      removeFood(cell, foodImages)
      startGraphics(state)
      swapImages(agentIndex, newState)
      to screen(point)
      to screen2(point)
      update(newState)
      updateDistributions(distributions)
                                                  infoPane
                                                    InfoPane
                                       base
                                       fontSize : int
                                       ghostDistanceText: list
                                       gridSize
  FirstPersonPacmanGraphics
                                       height: int
                                       scoreText
capture: bool
                                       teamText
distributionImages: NoneType
                                       textColor
isBlue: bool
                                       width
layout
previousState
                                       clearIcon()
showGhosts: bool
                                       clearMessage()
                                       drawGhost()
getGhostColor(ghost, ghostIndex)
                                       drawPacman()
getPosition(ghostState)
                                       drawPane()
initialize(state, isBlue)
                                       drawWarning()
lookAhead(config, state)
                                       initializeGhostDistances(distances)
                                       setTeam(isBlue)
                                       toScreen(pos, y)
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updateGhostDistances(distances)

updateMessage(message)

updateScore(score)