# Problem 1

runfile('D:/Users/selva/Documents/Coding/MIT OCW/6.0002/ps3/ps3.py', wdir='D:/Users/selva/Documents/Coding/MIT OCW/6.0002/ps3')

## Rectangular room

clean\_tile\_at\_position

my\_room = RectangularRoom(5, 5, 9)

my\_pos = Position(3.4, 1.2)

my\_room.clean\_tile\_at\_position(my\_pos, 5)

print(my\_room)

my\_other\_pos = Position(0.0, 1.99)

my\_room.clean\_tile\_at\_position(my\_other\_pos, 11)

print(my\_room)

is\_tile\_cleaned

is\_tile\_cleaned(3, 1)

is\_tile\_cleaned(0, 1)

is\_tile\_cleaned(0, 0)

### get\_num\_cleaned\_tiles

my\_room.get\_num\_cleaned\_tiles()

### is\_position\_in\_room

my\_fake\_pos = Position(-0.01, 0)

my\_other\_fake\_pos = Position(5, 4)

my\_room.is\_position\_in\_room(my\_fake\_pos)

my\_room.is\_position\_in\_room(my\_other\_fake\_pos)

### get\_dirt\_amount

my\_room.get\_dirt\_amount(3, 1)

my\_room.get\_dirt\_amount(0, 1)

# Problem 2

## Empty room

### get\_num\_tiles

my\_empty\_room = EmptyRoom(5, 5, 9)

my\_empty\_room.get\_num\_tiles()

## Furnished room

### is\_position\_furnished

my\_room = FurnishedRoom(5, 5, 9)

my\_room.add\_furniture\_to\_room()

print(my\_room.furniture\_tiles)

my\_furnished\_pos = Position(^^)

my\_room.is\_position\_furnished(my\_furnished\_pos)

### is\_position\_valid

my\_room.is\_position\_valid(my\_furnished\_pos)

my\_room.is\_position\_valid(Position(5, 5))

my\_room.is\_position\_valid(Position(4, 4))

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my\_room = RectangularRoom(5, 5, 9)

my\_pos = Position(3.4, 1.2)

my\_room.clean\_tile\_at\_position(my\_pos, 5)

my\_other\_pos = Position(0.0, 1.99)

my\_room.clean\_tile\_at\_position(my\_other\_pos, 11)

my\_fake\_pos = Position(-0.01, 0)

my\_other\_fake\_pos = Position(5, 4)

my\_room.get\_dirt\_amount(3, 1)

my\_room.get\_dirt\_amount(0, 1)

runfile('D:/Users/selva/Documents/Coding/MIT OCW/6.0002/ps3/ps3.py', wdir='D:/Users/selva/Documents/Coding/MIT OCW/6.0002/ps3')

my\_empty\_room = EmptyRoom(5, 5, 9)

my\_empty\_room.get\_num\_tiles()

my\_empty\_room.get\_random\_position()