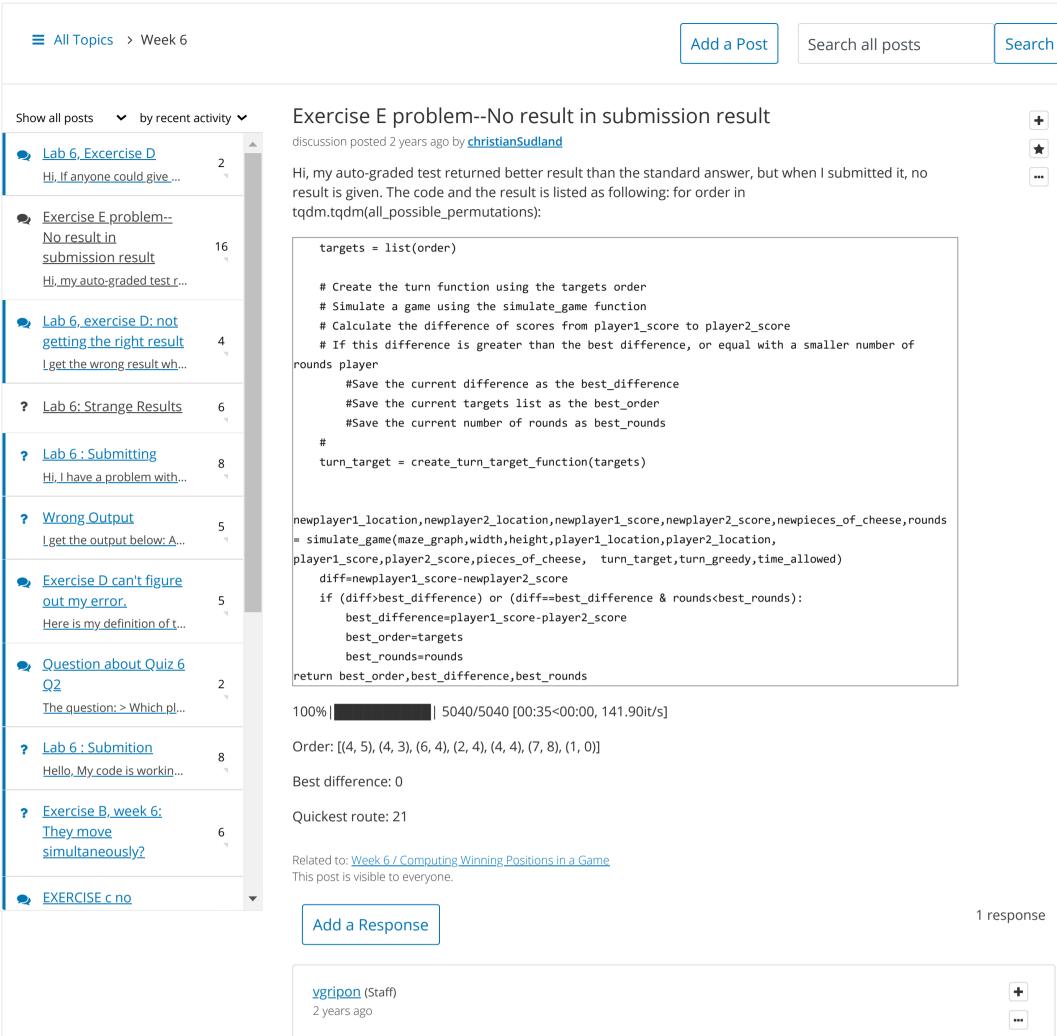
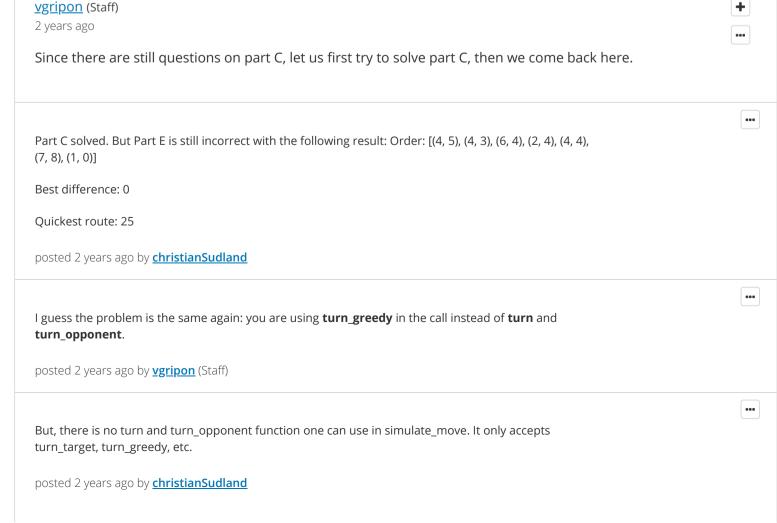


+





```
•••
The functions turn and turn_opponent are arguments to the full_combinatorial_game function. So they
will exist within the scope of this function.
posted 2 years ago by vgripon (Staff)
                                                                                                                                  •••
I've modified the code accordingly. However, the result is still not correct: Order: [(4, 5), (4, 3), (6, 4), (2, 4),
(4, 4), (7, 8), (1, 0)
Best difference: 0
Quickest route: 25
posted 2 years ago by christianSudland
                                                                                                                                  •••
I just tested your code and obtained the correct output. Could you send your code once again so that I
can double check?
posted 2 years ago by vgripon (Staff)
import itertools
import tqdm
def
full_combinatorial_game(maze_graph,width,height,pieces_of_cheese,player1_location,player2_location,tu
    all_possible_permutations = list(itertools.permutations(pieces_of_cheese.copy()))
    best_order = None
    best_difference = -float("inf")
    best_rounds = float("inf")
    for order in tqdm.tqdm(all_possible_permutations):
        targets = list(order)
        # Create the turn function using the targets order
        # Simulate a game using the simulate_game function
        # Calculate the difference of scores from player1_score to player2_score
        \# If this difference is greater than the best difference, or equal with a smaller number of
rounds player
            #Save the current difference as the best_difference
            #Save the current targets list as the best_order
            #Save the current number of rounds as best_rounds
        turn_target = create_turn_target_function(targets)
newplayer1_location,newplayer2_location,newplayer1_score,newplayer2_score,newpieces_of_cheese,rounds
= simulate_game(maze_graph,width,height,player1_location,player2_location,
    player1_score,player2_score,pieces_of_cheese,
    turn_target,turn_opponent,time_allowed)
        diff=newplayer1_score-newplayer2_score
        if (diff>best_difference) or (diff==best_difference & rounds<best_rounds):</pre>
            best_difference=player1_score-player2_score
            best_order=targets
            best_rounds=rounds
    return best_order,best_difference,best_rounds
posted 2 years ago by christianSudland
                                                                                                                                  •••
OK:
    You should call the simulate_game function with 0 instead of player1_score and player2_score
       that are not defined.
    You should use (diff==best_difference and rounds<best_rounds) instead of (diff==best_difference</li>
       & rounds<best_rounds)
    You should have best_difference = diff instead of best_difference=player1_score-player2_score
posted 2 years ago by vgripon (Staff)
                                                                                                                                  •••
Thanks. All corrected. Now it passes the autocoder test. However, the submission takes too long and fails
to grade every time.
posted 2 years ago by christianSudland
                                                                                                                                  •••
We had this issue in the past. It seems sometimes the servers are busy and the submission does not
make it in time. We will try to correct that soon.
posted 2 years ago by vgripon (Staff)
```

••• full_combinatorial_game(maze_graph,width,height,pieces_of_cheese,player1_location,player2_location,tu rn_opponent,time_allowed) i am not seeing any "turn" argument only ",turn_opponent" argument the following is my code that is not getting desired results: turn_target=create_turn_target_function(targets) nplayer1 location,nplayer2 location,player1 score,player2 score,pieces of cheese,rounds=simulate ga me(maze_graph,width,height,player1_location,player2_location,0,0,pieces_of_cheese,turn_target,turn_op ponent,time_allowed) difference=player1_score - player2_score if (difference > best_difference) or (difference == best_difference and rounds < best_rounds): best_difference=difference best_order=targets best_rounds= rounds posted 11 months ago by M Upal ••• It should be something along the lines of: turn = create_turn_target_function(targets) new_player1_location,new_player2_location,player1_score,player2_score,new_pieces_of_cheese,rounds = simulate_game(maze_graph,width,height,player1_location,player2_location, 0,0,pieces_of_cheese, turn,turn_opponent,time_allowed) difference = player1_score - player2_score if difference > best_difference or (difference == best_difference and rounds < best_rounds):</pre> best_difference = difference best_order = targets best_rounds = rounds instead posted 11 months ago by vgripon (Staff) Thanks for the help! I had the same problem with exercise 6E. Thank you very much for this really nice course, I have enjoyed it a lot! Merci! posted 3 months ago by **RocioSB** ••• Thank you for your positive feedback! posted 3 months ago by **vgripon** (Staff) Add a comment Showing all responses Add a response: Preview Submit



edX

About edX for Business Legal

Terms of Service & Honor Code **Privacy Policy Accessibility Policy**

Connect

Blog **Contact Us** Help Center















|深圳市恒宇博科技有限公司 <u>粵ICP备17044299号-2</u>