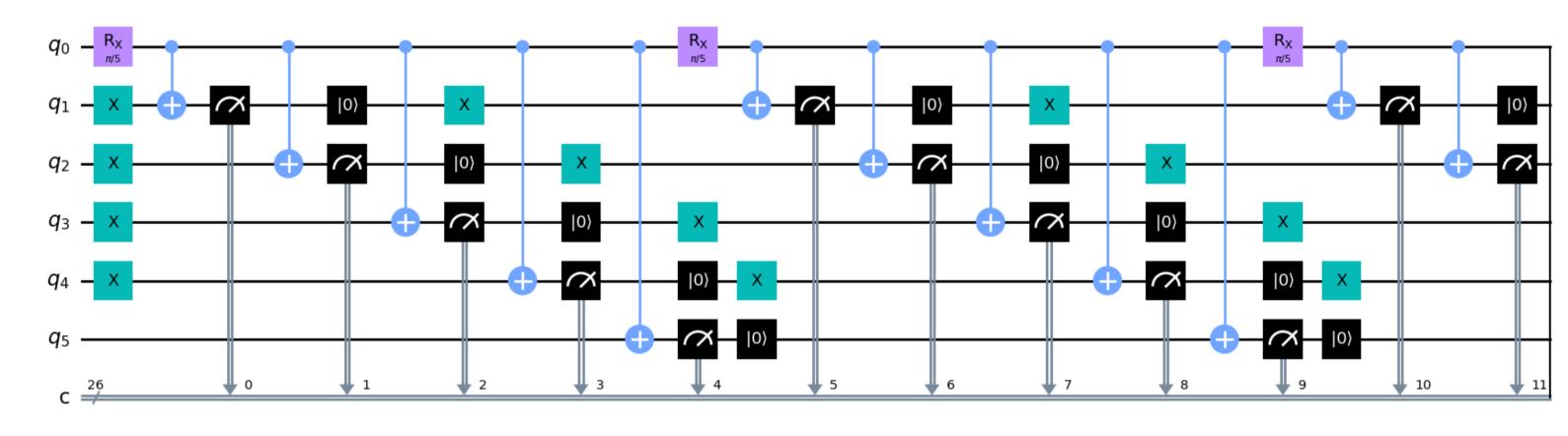
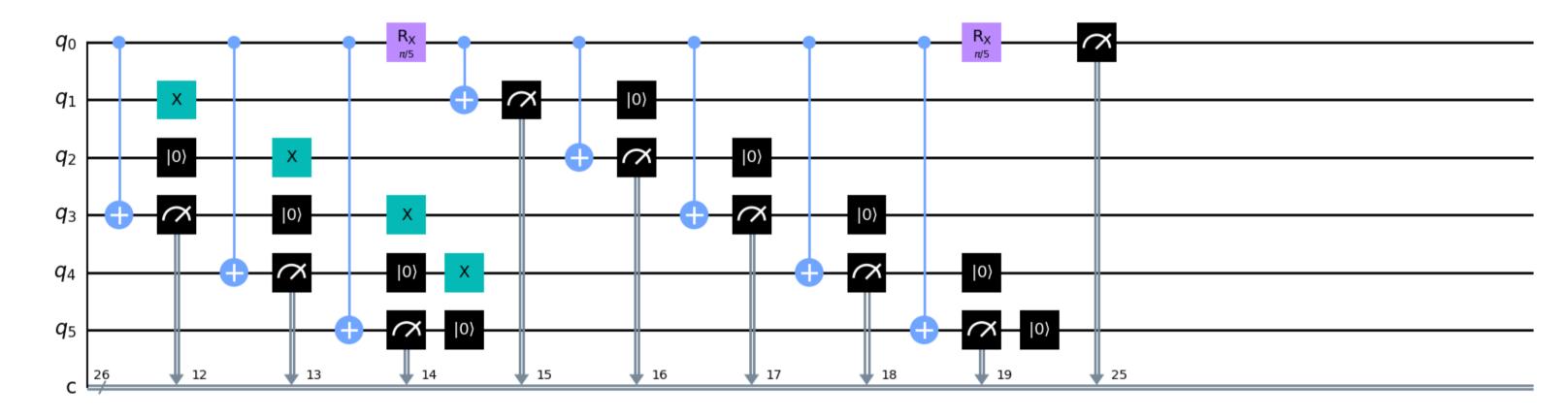
```
In [78]: #Tadeh Khajatourians
#CS3650 Final Project
#This project is a fun little game where a quantum ghost buster #
#is trying to find a ghost, while trying to not spook it away. #
#This game was inspired by the "Quantum Minesweeper" game.
#----#
from qiskit import QuantumCircuit, QuantumRegister, ClassicalRegister
from qiskit.visualization import plot_histogram
from qiskit.circuit.library import RXGate
from random import randint
import numpy as np
#How many times we repeat the search cycle is determined below
#The more times we repeat the cycle it means more runtime, but higher probability of not spooking the ghost while getting the correct answer
#Theta represents how much we are going to rotate the beam splitter for each measure
theta = np.pi/cycles
#Randomly place the ghost in the so called maze
ghost_index = randint(1,5)
def quantumGhostBuster(cycles) -> QuantumCircuit:
    #One for each possible place the ghost can be found
    #One quantuam ghost buster
    qr = QuantumRegister(6, 'q')
    cr = ClassicalRegister(cycles*5+1, 'c') #cycles*5+1 to keep in range
    qc = QuantumCircuit(qr, cr)
    for cycle in range(cycles-1):
        qc.append(RXGate(theta), [qr[0]])
        for ghost in range(1,6):
           if (ghost!=ghost_index):
               qc.x(ghost) #If there is no ghost found in this path, then we apply a NOT gate
           qc.cx(qr[0], qr[ghost]) #The quantum ghost buster is using a CNOT gate as a way of checking for the ghost
           qc.measure(qr[ghost], cr[cycle*5+ghost-1])
           if cycle < cycles-1:</pre>
               qc.reset(qr[ghost])
    #Final gate check
    qc.append(RXGate(theta), [qr[0]])
    qc.measure(qr[0], cr[cycles*5])
    return qc
successes = 0 # Track the number of successful predictions
zeno_circuit = quantumGhostBuster(cycles)
zeno_circuit.draw(output='mpl')
```

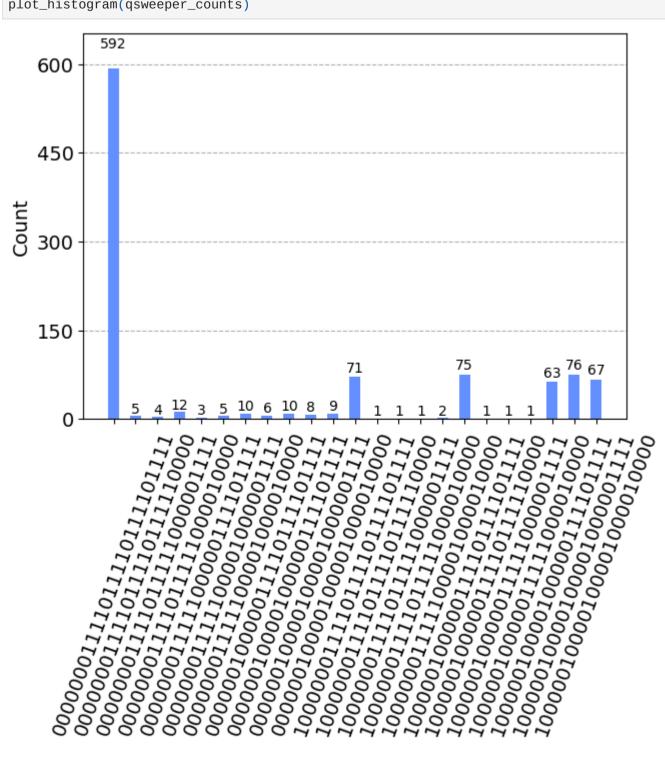
Out[78]:







In [58]: from qiskit.visualization import plot_histogram plot_histogram(qsweeper_counts)



In [59]: print(qsweeper_counts)

Out[58]: