

# Programming Assignment #6: Part #3

## Example Output

```
>>> b = [['_', '_', '_', '_'],
...      ['_', '_', '_', '_'],
...      ['_', '_', '_', '_'],
...      ['_', '_', '_', '_'],
...      ['_', '_', '_', '_']]
>>> b
[['_', '_', '_', '_'], ['_', '_', '_', '_'], ['_', '_', '_', '_'], ['_', '_',
'_', '_'], ['_', '_', '_', '_']]
>>> e = Entity('X', 1, 2, 2, 1)
>>> draw_entity(e, b)
True
>>> b
[['_', '_', '_', '_'], ['_', '_', '_', '_'], ['_', 'X', 'X', '_'], ['_', '_',
'_', '_'], ['_', '_', '_', '_']]
>>> for row in b:
...     print(row)
...
['_', '_', '_', '_']
['_', '_', '_', '_']
['_', 'X', 'X', '_']
['_', '_', '_', '_']
['_', '_', '_', '_']
>>> e2 = Entity('Y', 0, 3, 3, 2)
>>> draw_entity(e2, b)
True
>>> for row in b:
...     print(row)
...
['_', '_', '_', '_']
['_', '_', '_', '_']
['_', 'X', 'X', '_']
['Y', 'Y', 'Y', '_']
['Y', 'Y', 'Y', '_']
>>> b = [['_' * 6 for i in range(7)]]
>>> e = Entity('Y', 2, 0, 2, 4)
>>> draw_entity(e, b)
True
>>> for row in b:
...     print(row)
...
['_', '_', 'Y', 'Y', '_', '_']
['_', '_', 'Y', 'Y', '_', '_']
['_', '_', 'Y', 'Y', '_', '_']
['_', '_', 'Y', 'Y', '_', '_']
['_', '_', '_', '_', '_', '_']
['_', '_', '_', '_', '_', '_']
```

```
['_', '_', '_', '_', '_', '_']  
>>> e = Entity('Y', 2, 0, 2, 4)  
>>> board = ['_'] * 3 for i in range(7)  
>>> draw_entity(e, board)  
False  
>>>
```