function maze(x,y) {  
 var n=x\*y-1;  
 if (n<0) {alert("illegal maze dimensions");return;}  
 var horiz =[]; for (var j= 0; j<x+1; j++) horiz[j]= [],  
 verti =[]; for (var j= 0; j<y+1; j++) verti[j]= [],  
 here = [Math.floor(Math.random()\*x), Math.floor(Math.random()\*y)],  
 path = [here],  
 unvisited = [];  
 for (var j = 0; j<x+2; j++) {  
 unvisited[j] = [];  
 for (var k= 0; k<y+1; k++)  
 unvisited[j].push(j>0 && j<x+1 && k>0 && (j != here[0]+1 || k != here[1]+1));  
 }  
 while (0<n) {  
 var potential = [[here[0]+1, here[1]], [here[0],here[1]+1],  
 [here[0]-1, here[1]], [here[0],here[1]-1]];  
 var neighbors = [];  
 for (var j = 0; j < 4; j++)  
 if (unvisited[potential[j][0]+1][potential[j][1]+1])  
 neighbors.push(potential[j]);  
 if (neighbors.length) {  
 n = n-1;  
 next= neighbors[Math.floor(Math.random()\*neighbors.length)];  
 unvisited[next[0]+1][next[1]+1]= false;  
 if (next[0] == here[0])  
 horiz[next[0]][(next[1]+here[1]-1)/2]= true;  
 else   
 verti[(next[0]+here[0]-1)/2][next[1]]= true;  
 path.push(here = next);  
 } else   
 here = path.pop();  
 }  
 return {x: x, y: y, horiz: horiz, verti: verti};  
}  
   
function display(m) {  
 var text= [];  
 for (var j= 0; j<m.x\*2+1; j++) {  
 var line= [];  
 if (0 == j%2)  
 for (var k=0; k<m.y\*4+1; k++)  
 if (0 == k%4)   
 line[k]= '+';  
 else  
 if (j>0 && m.verti[j/2-1][Math.floor(k/4)])  
 line[k]= ' ';  
 else  
 line[k]= '-';  
 else  
 for (var k=0; k<m.y\*4+1; k++)  
 if (0 == k%4)  
 if (k>0 && m.horiz[(j-1)/2][k/4-1])  
 line[k]= ' ';  
 else  
 line[k]= '|';  
 else  
 line[k]= ' ';  
 if (0 == j) line[1]= line[2]= line[3]= ' ';  
 if (m.x\*2-1 == j) line[4\*m.y]= ' ';  
 text.push(line.join('')+'\r\n');  
 }  
 return text.join('');  
}