**Lab4**

**Exercise 2**

The algorithms are implemented in the file exe2.c, the data structures are implemented in structs.h.

The graph is implemented in the exe2\_implementation.c. Tests are carried out by first creating an instance of the graph maze, then setting the black spaces for the maze. After this BFS was called for two x/y coordinates, source and destination, in the maze. The BFS method returns an edge for the destination coordinates holding the distance for which the BFS has run. A simple loop then recalls and prints each x/y coordinates that the algorithm has passed.

To test the BFS with different coordinates one can just change the parameter values in the BFS method call in exe2\_Implementation.