게임 맵 최단거리

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References

```
https://school.programmers.co.kr/learn/courses/30/lessons/1844#
```

References

1. Breadth First Search

1. Breadth First Search

```
import collections
def solution(maps):
    direction = [(-1, 0), (0, -1), (1, 0), (0, 1)]
    queue = collections.deque([(0, 0)])
    maps[0][0] = 1
    while queue:
       x, y = queue.popleft()
       if x == len(maps) - 1 and y == len(maps[0]) - 1:
            return maps[x][y]
        for dx, dy in direction:
            if x + dx < 0 or x + dx > len(maps) - 1 or y + dy < 0 or y + dy > len(maps[0]) - 1:
               continue
            if maps[x + dx][y + dy] == 1:
                maps[x + dx][y + dy] = maps[x][y] + 1
                queue.append((x + dx, y + dy))
    return -1
```

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