A parking lot in Rush Hours is packed with cars. Your task is to find a sequence of moves, which will allow Your Car (the red one) to exit.

You must write a program, to help the driver of the red car.

In your program, you have to:

1. Develop a way to code the initial dispositions of objects in the parking lot.
2. To apply BFS or DFS to build the all possible moves of the objects (vehicles), until the path to exit for the red car is freed.

Students with even ID# have to apply DFS and students with odd ID# - BFS.

Deliverables:

            Hard copy:

1. Source and executable code
2. User guide: instruction how to enter data.

e-copy: the entire project

Rules, configurations of cars on the parking lot and solutions are delivered in folder **Assignments**.

Tip:

1. See: <http://www.thinkfun.com/mathcounts/play-rush-hour>
2. The Parking Lot may be represented as a matrix PL{6x6}. The exit is fixed on the third row PL(3,6). An object is located (the blue car on version 25) by the cells {Pl(1,5) and PL(1,6).

Some files illustrating the game are attached.