Y/X

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 000 | 00000 | 000GH | 000000 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 0 |
| GH | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | PM | 0 | 0 |

Defining a pad (Array) of 0´s and 1´s ; in which 1´s corresponds the walls and 0´s the valid path.

Defining location for PM(packman) and GH(ghost)

Array [7][7] = PM;

Array [0][3] = GH;

Temporal location =array [7][7];

Defining a loop to compare the X´s, Y´s of PM with X´s and Y´s of GH.

If they were equal, that’s mean that the ghost reached Packman otherwise it will compare the values of coordination, if its greater than, it will iterate it comparing with the location of the packman PM but at the same time it will check of the next location contain 0s or 1s, so if its blocked, it should find another cell to walk across otherwise it pass forwards and check always the coordination if it reached the target.