



UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO

FACULTAD DE ESTUDIOS SUPERIORES  
ARAGON



## TAREA: INVESTIGACION

P R E S E N T A

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A P R O F E S O R

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Gpo:1558

# Clase Main

The screenshot shows a Java code editor with the Main.java file open. The code implements a Backtracking algorithm to solve a labyrinth. It includes imports for ArrayList, List, JFrame, and SwingUtilities. The main method reads a CSV file named 'laberinto1.csv' containing the labyrinth's structure. It then initializes a SolucionLab object, calls its cargarLaberinto() method, and prints the result. If successful, it prints the history of moves and creates a JFrame to display the labyrinth using a VistaLab viewer. If unsuccessful, it prints an error message. The code uses System.out.println for output and SwingUtilities.invokeLater to ensure the GUI is updated on the main thread.

```
1 import java.util.ArrayList;
2 import java.util.List;
3 import javax.swing.JFrame;
4 import javax.swing.SwingUtilities;
5
6 public class Main { ↪ AlextyrB
7     private static final String NOMBRE_ARCHIVO = "laberinto1.csv"; 2 usages
8
9     public static void main(String[] args) { ↪ AlextyrB
10
11         System.out.println("Intentando cargar y resolver el laberinto desde: " + NOMBRE_ARCHIVO);
12         SolucionLab solver = new SolucionLab();
13         if (solver.cargarLaberinto(NOMBRE_ARCHIVO)) {
14             solver.imprimirLaberinto();
15             List<List<Posicion>> historialRuta = solver.resolverPasoAPaso();
16             SwingUtilities.invokeLater(() -> {
17                 JFrame frame = new JFrame("Solucionador de Laberintos - Proceso de Backtracking");
18                 if (historialRuta != null && !historialRuta.isEmpty()) {
19                     System.out.println("\nIniciando visualización del proceso de Backtracking (" + historialRuta.size() + " pasos totales.)");
20                     VistaLab viewer = new VistaLab(solver.getLaberinto(), historialRuta);
21                     frame.add(viewer);
22                 } else {
23                     System.out.println("\nNo se pudo resolver el laberinto. Mostrando laberinto estático.");
24                     VistaLab viewer = new VistaLab(solver.getLaberinto(), new ArrayList<>());
25                     frame.add(viewer);
26                 }
27                 frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
28                 frame.pack();
29                 frame.setLocationRelativeTo(null);
30                 frame.setVisible(true);
31             });
32         } else {
33             System.err.println("Fallo al cargar el laberinto. Asegúrate de que el archivo exista y esté en formato correcto.");
34         }
35     }
}
```

# Clase posición

The screenshot shows a Java code editor with the Posicion.java file open. The code defines a class Posicion with two integer fields: fila and columna. The constructor takes two integers as parameters and initializes the fields. The toString() method returns a string representing the position as "(fila, columna)". The code uses annotations @Override and @ToString from the Lombok library.

```
1 class Posicion { 17 usages ↪ AlextyrB
2     int fila; 9 usages
3     int columna; 9 usages
4     public Posicion(int fila, int columna) { 3 usages ↪ AlextyrB
5         this.fila = fila;
6         this.columna = columna;
7     }
8     @Override ↪ AlextyrB
9     public String toString() { ↪ return "(" + fila + ", " + columna + ")"; ↪ }
12 }
```

# Solucion de laberinto

```
1  Runnable class SolucionLab {
2      import java.io.BufferedReader;
3      import java.io.FileReader;
4      import java.io.IOException;
5      import java.util.Stack;
6      import java.util.List;
7      import java.util.ArrayList;
8
9      class Posicion {
10          int fila;
11          int columna;
12          char tipo;
13
14          Posicion(int fila, int columna, char tipo) {
15              this.fila = fila;
16              this.columna = columna;
17              this.tipo = tipo;
18          }
19
20          void moverA(Posicion destino) {
21              if (destino.fila == fila + 1 && destino.columna == columna) {
22                  fila++;
23              } else if (destino.fila == fila - 1 && destino.columna == columna) {
24                  fila--;
25              } else if (destino.columna == columna + 1 && destino.fila == fila) {
26                  columna++;
27              } else if (destino.columna == columna - 1 && destino.fila == fila) {
28                  columna--;
29              } else {
30                  System.out.println("Movimiento no válido");
31                  return;
32              }
33
34          boolean esMuro() {
35              return tipo == '#';
36          }
37
38          void setMuro() {
39              tipo = '#';
40          }
41
42          void setEntrada() {
43              tipo = 'E';
44          }
45
46          void setSalida() {
47              tipo = 'S';
48          }
49
50      }
51
52      char[][] laberinto;
53      int filas;
54      int columnas;
55      Posicion entrada;
56      Posicion salida;
57
58      public boolean cargarLaberinto(String rutaArchivo) {
59          try (BufferedReader br = new BufferedReader(new FileReader(rutaArchivo))) {
60              filas = Integer.parseInt(br.readLine().trim());
61              columnas = Integer.parseInt(br.readLine().trim());
62              laberinto = new char[filas][columnas];
63
64              for (int i = 0; i < filas; i++) {
65                  String linea = br.readLine();
66                  if (linea != null) {
67                      String[] elementos = linea.split(",");
68                      if (elementos.length < columnas) {
69                          System.out.println("Error: La fila " + i + " tiene menos de " + columnas + " elementos.");
70                          return false;
71                      }
72
73                      for (int j = 0; j < columnas; j++) {
74                          String elemento = elementos[j].trim();
75
76                          if (!elemento.isEmpty()) {
77                              laberinto[i][j] = elemento.charAt(0);
78
79                              if (laberinto[i][j] == 'E') {
80                                  entrada = new Posicion(i, j);
81                              } else if (laberinto[i][j] == 'S') {
82                                  salida = new Posicion(i, j);
83                              }
84
85                          } else {
86                              System.out.println("Error: Elemento vacío en la celda (" + i + ", " + j + ")");
87                              return false;
88                          }
89
90                      }
91
92                  } else {
93                      System.out.println("Error: Faltan líneas de datos en el archivo.");
94                      return false;
95                  }
96
97              }
98
99              if (entrada == null || salida == null) {
100                  System.out.println("Error: 'E' (Entrada) o 'S' (Salida) no encontradas.");
101                  return false;
102              }
103
104              return true;
105
106          } catch (IOException | NumberFormatException e) {
107              System.out.println("Error al leer el archivo o formato numérico inválido: " + e.getMessage());
108              return false;
109          }
110      }
111
112      public List<List<Posicion>> resolverPasoAPaso() {
113          if (laberinto == null || entrada == null) {
114              return null;
115          }
116
117          Stack<Posicion> stack = new Stack<Posicion>();
118          stack.push(entrada);
119
120          while (!stack.isEmpty()) {
121              Posicion actual = stack.pop();
122
123              if (actual == salida) {
124                  break;
125              }
126
127              List<Posicion> vecinos = obtenerVecinos(actual);
128
129              for (Posicion vecino : vecinos) {
130                  if (vecino.esMuro() || vecino == actual) {
131                      continue;
132                  }
133
134                  vecino.setMuro();
135                  stack.push(vecino);
136
137                  if (vecino == salida) {
138                      break;
139                  }
140
141              }
142
143          }
144
145          List<List<Posicion>> resultado = new ArrayList<List<Posicion>>();
146
147          Posicion actual = salida;
148
149          while (actual != null) {
150              resultado.add(0, actual);
151              actual = actual.ultimo();
152
153          }
154
155          return resultado;
156
157      }
158
159      private List<Posicion> obtenerVecinos(Posicion posicion) {
160          List<Posicion> vecinos = new ArrayList<Posicion>();
161
162          if (posicion.fila > 0) {
163              vecinos.add(new Posicion(posicion.fila - 1, posicion.columna));
164          }
165
166          if (posicion.fila < filas - 1) {
167              vecinos.add(new Posicion(posicion.fila + 1, posicion.columna));
168          }
169
170          if (posicion.columna > 0) {
171              vecinos.add(new Posicion(posicion.fila, posicion.columna - 1));
172          }
173
174          if (posicion.columna < columnas - 1) {
175              vecinos.add(new Posicion(posicion.fila, posicion.columna + 1));
176          }
177
178          return vecinos;
179
180      }
181
182      private Posicion ultimo() {
183          return null;
184
185      }
186
187  }
```

```

66     }
67
68     Stack<Posicion> pilaRuta = new Stack<>();
69     boolean[][] visitado = new boolean[filas][columnas];
70     List<List<Posicion>> historialRuta = new ArrayList<>();
71
72     pilaRuta.push(entrada);
73     visitado[entrada.fila][entrada.columna] = true;
74
75     historialRuta.add(new ArrayList<>(pilaRuta));
76
77     while (!pilaRuta.isEmpty()) {
78         Posicion actual = pilaRuta.peek();
79
80         if (actual.fila == salida.fila && actual.columna == salida.columna) {
81             historialRuta.add(new ArrayList<>(pilaRuta));
82             return historialRuta;
83         }
84
85         boolean seMovio = false;
86         for (int i = 0; i < 4; i++) {
87             int nFila = actual.fila + DIR_FILA[i];
88             int nColumna = actual.columna + DIR_COL[i];
89
90             if (esMovimientoValido(nFila, nColumna, visitado)) {
91                 Posicion siguiente = new Posicion(nFila, nColumna);
92                 pilaRuta.push(siguiente);
93                 visitado[nFila][nColumna] = true;
94                 seMovio = true;
95                 historialRuta.add(new ArrayList<>(pilaRuta));
96                 break;
97             }
98         }
99
100        if (!seMovio) {
101            pilaRuta.pop();
102            if (!pilaRuta.isEmpty()) {
103                historialRuta.add(new ArrayList<>(pilaRuta));
104            }
105        }
106    }
107
108    return historialRuta;
109 }
110
111 private boolean esMovimientoValido(int r, int c, boolean[][] visitado) { 1usage ± AlextyrB
112     if (r < 0 || r >= filas || c < 0 || c >= columnas) return false;
113     if (laberinto[r][c] == '1') return false;
114     if (visitado[r][c]) return false;
115     return true;
116 }
117
118 public char[][] getLaberinto() { return laberinto; }
119
120 public void imprimirLaberinto() { 1usage ± AlextyrB
121     if (laberinto == null) return;
122     System.out.println("\n--- Representación del Laberinto Cargado (" + filas + "x" + columnas + ")\n---");
123     for (int i = 0; i < filas; i++) {
124         for (int j = 0; j < columnas; j++) {
125             System.out.print(laberinto[i][j]);
126         }
127         System.out.println();
128     }
129     System.out.println("-----");
130 }

```

# Vista Grafica

```
1 >import ...
9
10 class VistaLab extends JPanel implements ActionListener { 4 usages ± AlextyrB *
11     private final char[][] laberinto; 5 usages
12     private final List<List<Posicion>> historialRuta; 3 usages
13     private final int TAMAÑO_CELDA = 30; 21 usages
14     private Timer timer; 3 usages
15     private int indicePaso = 0; 3 usages
16     private static final int DELAY_MS = 150; 1 usage
17
18     private List<Posicion> rutaActual = new ArrayList<>(); 8 usages
19
20 @
21     public VistaLab(char[][] laberinto, List<List<Posicion>> historialRuta) { 2 usages ± AlextyrB
22         this.laberinto = laberinto;
23         this.historialRuta = historialRuta;
24         int filas = laberinto.length;
25         int columnas = laberinto[0].length;
26         this.setPreferredSize(new java.awt.Dimension(columnas * TAMAÑO_CELDA, filas * TAMAÑO_CELDA));
27         if (historialRuta != null && !historialRuta.isEmpty()) {
28             timer = new Timer(DELAY_MS, this);
29             timer.start();
30         }
31     }
32     @Override ± AlextyrB
33     public void actionPerformed(ActionEvent e) {
34         if (indicePaso < historialRuta.size()) {
35             rutaActual = historialRuta.get(indicePaso);
36             indicePaso++;
37             repaint();
38         } else {
39             timer.stop();
40         }
41     }
42
43     @Override ± AlextyrB *
44     protected void paintComponent(Graphics g) {
45         super.paintComponent(g);
46
47         if (laberinto == null) return;
48
49         int filas = laberinto.length;
50         int columnas = laberinto[0].length;
51         for (int r = 0; r < filas; r++) {
52             for (int c = 0; c < columnas; c++) {
53                 int x = c * TAMAÑO_CELDA;
54                 int y = r * TAMAÑO_CELDA;
55
56                 switch (laberinto[r][c]) {
57                     case '1': g.setColor(Color.BLACK); break;
58                     case '0': g.setColor(Color.WHITE); break;
59                     case 'E': g.setColor(Color.BLUE); break;
60                     case 'S': g.setColor(Color.RED); break;
61                     default: g.setColor(Color.LIGHT_GRAY);
62                 }
63             }
64         }
65     }
66 }
```

```

●
64         g.fillRect(x, y, TAMAÑO_CELDA, TAMAÑO_CELDA);
65         g.setColor(Color.GRAY);
66         g.drawRect(x, y, TAMAÑO_CELDA, TAMAÑO_CELDA);
67     }
68
69     if (rutaActual != null && rutaActual.size() > 1) {
70         g.setColor(Color.ORANGE.darker());
71         java.awt.Graphics2D g2 = (java.awt.Graphics2D) g;
72         g2.setStroke(new java.awt.BasicStroke(4));
73         for (int i = 0; i < rutaActual.size() - 1; i++) {
74             Posicion p1 = rutaActual.get(i);
75             Posicion p2 = rutaActual.get(i + 1);
76             int x1 = p1.columna * TAMAÑO_CELDA + TAMAÑO_CELDA / 2;
77             int y1 = p1.fila * TAMAÑO_CELDA + TAMAÑO_CELDA / 2;
78             int x2 = p2.columna * TAMAÑO_CELDA + TAMAÑO_CELDA / 2;
79             int y2 = p2.fila * TAMAÑO_CELDA + TAMAÑO_CELDA / 2;
80             g2.drawLine(x1, y1, x2, y2);
81         }
82         Posicion ultimo = rutaActual.get(rutaActual.size() - 1);
83         g.setColor(Color.BLUE);
84         int radio = TAMAÑO_CELDA / 4;
85         g.fillOval(ultimo.columna * TAMAÑO_CELDA + TAMAÑO_CELDA / 2 - radio,
86                    ultimo.fila * TAMAÑO_CELDA + TAMAÑO_CELDA / 2 - radio,
87                    radio * 2, radio * 2);
88     }

```

## Solución de laberinto (1)

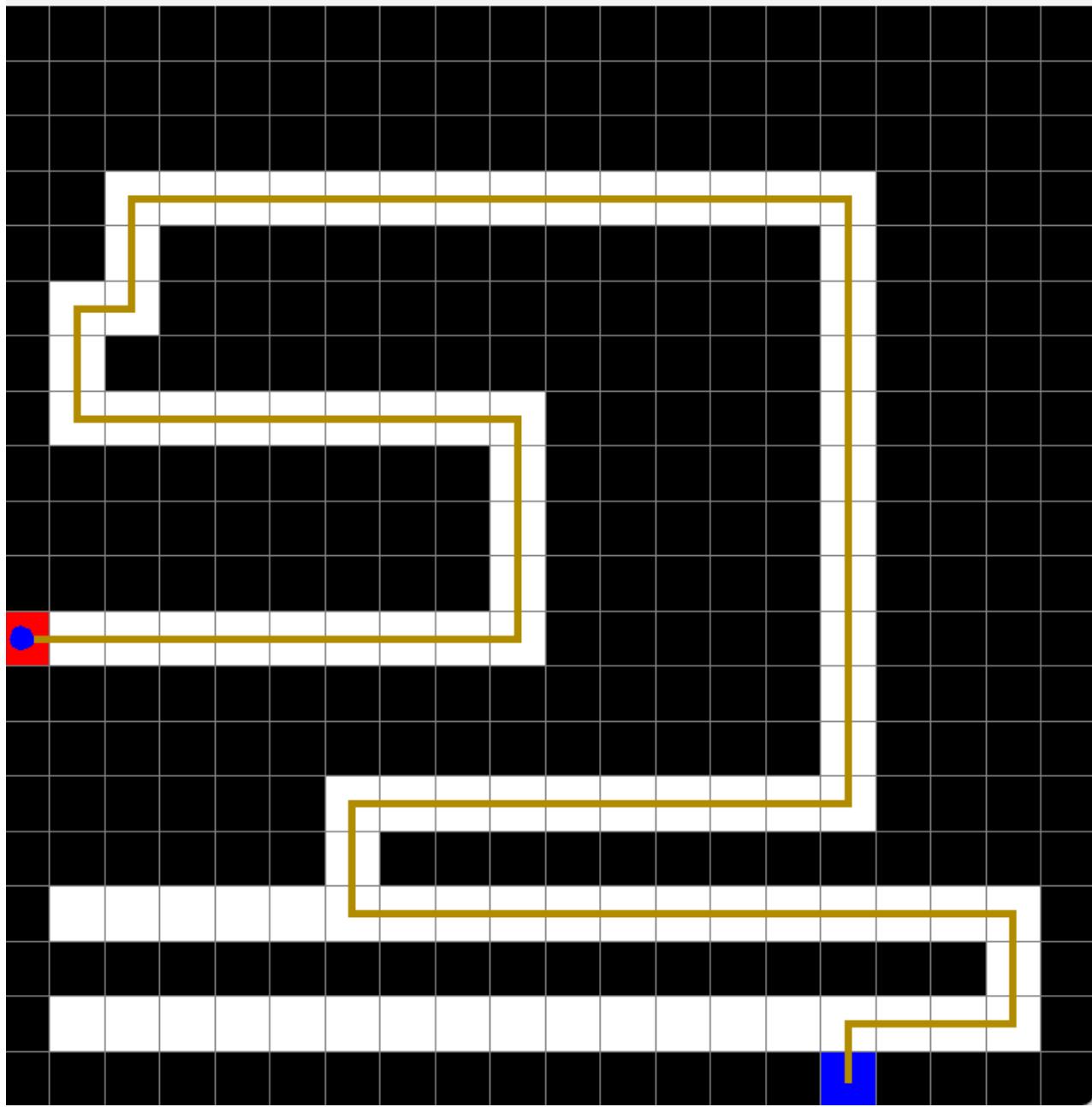
```

"C:\Program Files\Eclipse Adoptium\jdk-21.0.3.9-hotspot\bin\java.exe" "-jav
Intentando cargar y resolver el laberinto desde: laberinto1.csv

--- Representación del Laberinto Cargado (20x20) ---
11111111111111111111
11111111111111111111
11111111111111111111
11100000000000001111
1101111111111101111
1001111111111101111
1011111111111101111
100000000111101111
1111111110111101111
1111111110111101111
1111111110111101111
S00000000111101111
1111111111111101111
1111111111111101111
1111111110000001111
1111110111111111111
1000000000000000001
1111111111111111101
1000000000000000001
1111111111111111111
-----  

Iniciando visualización del proceso de Backtracking (91 pasos totales).

```



¡Ruta de Solución Encontrada! (Backtracking)

La ruta se compone de 91 pasos:

```
ENTRADA (E): [(19, 15)]
Paso 1: [(19, 15), (18, 15)]
Paso 2: [(19, 15), (18, 15), (18, 16)]
Paso 3: [(19, 15), (18, 15), (18, 16), (18, 17)]
Paso 4: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18)]
Paso 5: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18)]
Paso 6: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18)]
Paso 7: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17)]
Paso 8: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16)]
Paso 9: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15)]
Paso 10: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14)]
Paso 11: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13)]
Paso 12: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12)]
Paso 13: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11)]
Paso 14: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10)]
Paso 15: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9)]
Paso 16: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9)]
Paso 17: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9)]
```

```

Paso 72: [(19, 15), (16, 15), (16, 16), (18, 17), (18, 18), (17, 19), (16, 19), (16, 17), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 73: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 74: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 75: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 76: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 77: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 78: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 79: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 80: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 81: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 82: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 83: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 84: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 85: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 86: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 87: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 88: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
Paso 89: [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)
SALIDA (S): [(19, 15), (18, 15), (18, 16), (18, 17), (18, 18), (17, 18), (16, 18), (16, 17), (16, 16), (16, 15), (16, 14), (16, 13), (16, 12), (16, 11), (16, 10), (16, 9), (16, 8)

```

Iniciando visualización del proceso de Backtracking (91 pasos totales).

## Solución de laberinto diferente(2)

--- Representación del Laberinto Cargado (20x20) ---

```

01111111111111111111
11111111111111111111
11111111111111111111
111000000000000000111
110111111111111111011
10001111111111110111
101111111111111111011
10000000000011111011
11111111110111110111
11111111110111110111
11111111110111110111
S0000000000011111011
111111111101111111011
111111111101111111011
111111111101111111011
111111111101111111011
111111111101111111011
100000000000000000011
111111111111111111011
100000000000000000001
111111111111111111E11
-----
```

¡Ruta de Solución Encontrada! (Backtracking)

La ruta se compone de 103 pasos:

