**Vaccum Cleaner**

**Problem statement:**

Given M x N grid(floor) create an agent that moves around the grid until the entire grid is clean Move the agent anyway you see fit until the floor is clean Agent can start at any tile on the floor

**Algorithm:**

Here we can traverse through the 2D list and if the current place we are on is dirty then we can clean it, by cleaning we mean replacing 1 by 0, if it’s already clean then there is no need to do anything.

**Psuedocode:**

For I in range(len(floor)):

For j in range(len(floor[i])):

If dirty:

Clean()

Else:

Move to next part of 2D matrix