LintCode 788. The maze II.

BFS structure

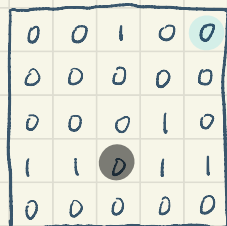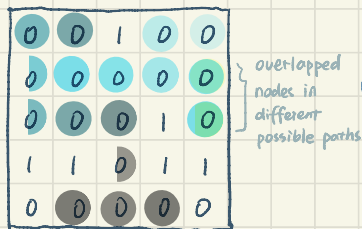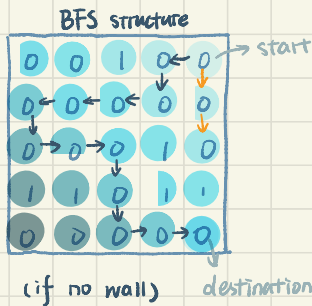(if no wall)   destination

overlapped nodes in different possible paths

△ !!! can't stop

△ Won't stop rolling until hitting the wall

Error 1: Missing this important condition

△ Find shortest distance for the ball to **stop at the destination**

Error 2: Did not notice to stop !

Sudo Algorithm

① Start from start point

   record the first direction (prev_ direction)

   & the current distance

   seen to prevent infinite loop

② for next_node in next node:

   if no prev_direction :

       All direction add to Queue

   if prev_ direction :

       if next_point is Wall :

           add other directions into Queue

       else :

           add only next_point → Queue