Universidad Nacional Autónoma de México

Facultad de Estudios Superiores Aragón
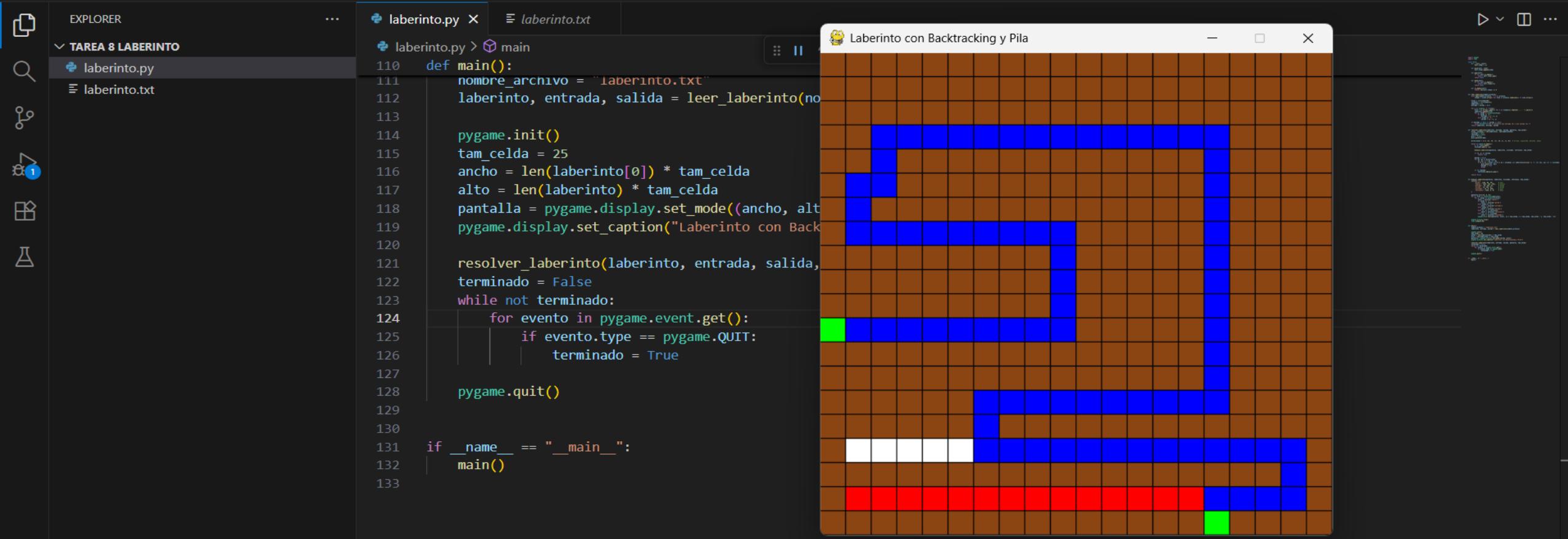
Ingeniería en
Computación

Diseño y análisis de
algoritmos

TAREA 8

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Profesor: Hernández Cabrera
Jesús

🔍 Tarea 8 laberinto

laberinto.py •   laberinto.txt

laberinto.py > 🔷 main

🤪 Laberinto con Backtracking y Pila

```python
110   def main():
111       nombre_archivo = 'laberinto.txt'
112       laberinto, entrada, salida = leer_laberinto(no
113
114       pygame.init()
115       tam_celda = 25
116       ancho = len(laberinto[0]) * tam_celda
117       alto = len(laberinto) * tam_celda
118       pantalla = pygame.display.set_mode((ancho, alt
119       pygame.display.set_caption("Laberinto con Back
120
121       resolver_laberinto(laberinto, entrada, salida,
122       terminado = False
123       while not terminado:
124           for evento in pygame.event.get():
125               if evento.type == pygame.QUIT:
126                   terminado = True
127
128       pygame.quit()
129
130
131   if __name__ == "__main__":
132       main()
133
```

PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL   PORTS

powershell

Python Deb...

```
ata\Local\Programs\Python\Python312\python.exe' 'c:\Users\braya\.vscode\extensions\ms-python.debugpy-2025.14.1-win32-x64\bundled\libs\debugpy\l
auncher' '60052' '--' 'C:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto\laberinto.py'
pygame 2.6.0 (SDL 2.28.4, Python 3.12.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
PS C:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto> ^C
PS C:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto>
PS C:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto>  c:; cd 'c:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto'; & 'c:\Users\braya\AppD
ata\Local\Programs\Python\Python312\python.exe' 'c:\Users\braya\.vscode\extensions\ms-python.debugpy-2025.14.1-win32-x64\bundled\libs\debugpy\l
auncher' '60069' '--' 'C:\Users\braya\OneDrive\Documentos\Tarea 8 laberinto\laberinto.py'
pygame 2.6.0 (SDL 2.28.4, Python 3.12.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
```

> OUTLINE
> TIMELINE

Ln 124, Col 42   Spaces: 4   UTF-8   CRLF   {} Python   3.12.3   Go Live