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c0119292 maker

 1 contributor

58 lines (51 sloc) | 1.76 KB

...

```
1  import random
2
3  def make_maze(yoko, tate):
4      XP = [ 0, 1, 0, -1]
5      YP = [-1, 0, 1,  0]
6
7      maze_lst = []
8      for y in range(tate):
9          maze_lst.append([0]*yoko)
10     for x in range(yoko):
11         maze_lst[0][x] = 1
12         maze_lst[tate-1][x] = 1
13     for y in range(1, tate-1):
14         maze_lst[y][0] = 1
15         maze_lst[y][yoko-1] = 1
16     for y in range(2, tate-2, 2):
17         for x in range(2, yoko-2, 2):
18             maze_lst[y][x] = 1
19     for y in range(2, tate-2, 2):
20         for x in range(2, yoko-2, 2):
21             if x > 2: rnd = random.randint(0, 2)
22             else:     rnd = random.randint(0, 3)
23             maze_lst[y+YP[rnd]][x+XP[rnd]] = 1
24
25     return maze_lst
26
27 def sarch(maze_bg, canvas):
28     global mx, my, px, py
29     lx=len(maze_bg[0])
30     ly=len(maze_bg)
31
32     k=[]
33     p=0
```

```
33     for y in range(1,ly-1):
34         for x in range(1,lx-1):
35             if maze_bg[y][x]==0 and ((maze_bg[y-1][x]==1 and maze_bg[y+1][x]==1 and maze_bg[y]
36                 (maze_bg[y-1][x]==1 and maze_bg[y+1][x]==1 and maze_bg[y][x+1]==1) or
37                 (maze_bg[y-1][x]==1 and maze_bg[y][x-1]==1 and maze_bg[y][x-1]==1) or
38                 (maze_bg[y+1][x]==1 and maze_bg[y][x+1]==1 and maze_bg[y][x-1]==1)):
39                 k.append([x,y])
40     for j in k:
41         m=(j[0]-1)**2+(j[1]-1)**2
42         if p<m:
43             p=m
44             px=j[0]
45             py=j[1]
46     canvas.create_rectangle(px*50, py*50, px*50+50, py*50+50,
47                             fill="red")
48     return px,py
49
50 def show_maze(canvas, maze_lst):
51     color = ["white", "gray","red"]
52     for y in range(len(maze_lst)):
53         for x in range(len(maze_lst[y])):
54             canvas.create_rectangle(x*50, y*50, x*50+50, y*50+50,
55                                     fill=color[maze_lst[y][x]])
56     sarch(maze_lst,canvas)
57
58
```