

**The pseudoCode for the client program function GoNorth() is defined as following:**

```
void GoNorth(maze, creature, success)
    if (the square to the north is clear, inside the maze, and unvisited)
    {
        move to the north → move up
        mark the square as part of the path
        if (at exit)
            success = true;
        else
        {
            GoNorth(maze, creature, success);
            if (!success)
            {
                GoWest(maze, creature, success);
                if (!success)
                {
                    GoEast(maze, creature, success);
                    if (!success)
                    {
                        Mark square visited
                        backtrack south → move down
                    }
                }
            }
        }
    }
    else
        success = false;
```

**Partial translation from the above pseudo code to C++ language:**

```
void GoNorth(MazeClass &maze, CreatureClass &creature, bool & success)
{
    coordinates tmpPos = creature.ReportLocation();
    tmpPos.row --;
    if (maze.IsEmpty(tmpPos) && maze.InMaze(tmpPos) &&
!maze.IsVisited(tmpPos))
    {
        creature.MoveUp();
        tmpPos=creature.ReportLocation();
        maze.MarkPath(tmpPos);
        .....
    }
}
```