

char countingChar(int upBy)

```
initialisatie current = 'A' - 1;  
current = current + upBy;  
return current;
```

fill2DArray(char array[[]], char c)

initialisatie **i, j**;

for **i** \leftarrow 0 to 10

for **j** \leftarrow 0 to 10

array[**i**][**j**] = c;

int handleStep(int x, int y, char array**[][])**

isFree(x, y, array)	
T	F
array[y][x] = countingChar(1); return (1);	return (0);

int isFree(int x, int y, char array[10])

$x < 0 \parallel x > 9$	
T	F
return 0;	\emptyset
$y < 0 \parallel y > 9$	
T	F
return 0	\emptyset
return array[y][x] == '.';	

int randomDirection()

initialisatie num = rand() % 4;

return num;

Main

srand(time(0)); // Init random		
initialisatie table[10][10] = 0;		
fill2DArray(table, '.');		
initialisatie tries = 0;		
table[0][0] = countingChar(1);		
initialisatie x = 0;		
initialisatie y = 0;		
while (tries kleiner is dan 100 AND countingChar(0) is kleiner dan 'Z')		
initialisatie direction = random nummer van 0 tot & met 3		
direction is 0		
T		F
x = x-1		∅
isFree (IN x, IN y, REG table)		
T	F	
currentChar = currentChar + 1 table[x][y] = currentChar tries = 0		x = x + 1 tries = tries + 1
direction is 1		
T		F
y = y-1		∅
isFree (IN x, IN y, REG table)		
T	F	
currentChar = currentChar + 1 table[x][y] = currentChar tries = 0		y = y + 1 tries = tries + 1
direction is 2		
T		F
x = x+1		∅
isFree (IN x, IN y, REG table)		
T	F	
currentChar = currentChar + 1 table[x][y] = currentChar tries = 0		x = x - 1 tries = tries + 1
direction is 3		
T		F
y = y+1		∅
isFree (IN x, IN y, REG table)		
T	F	
currentChar = currentChar + 1 table[x][y] = currentChar tries = 0		y = y - 1 tries = tries + 1
print2DArray(REG table)		

print2DArray(char array**[][])**

initialisatie **i, j**;

for **i** \leftarrow 0 to 10

for **j** \leftarrow 0 to 10

print array**[i][j]**

printf "\n"