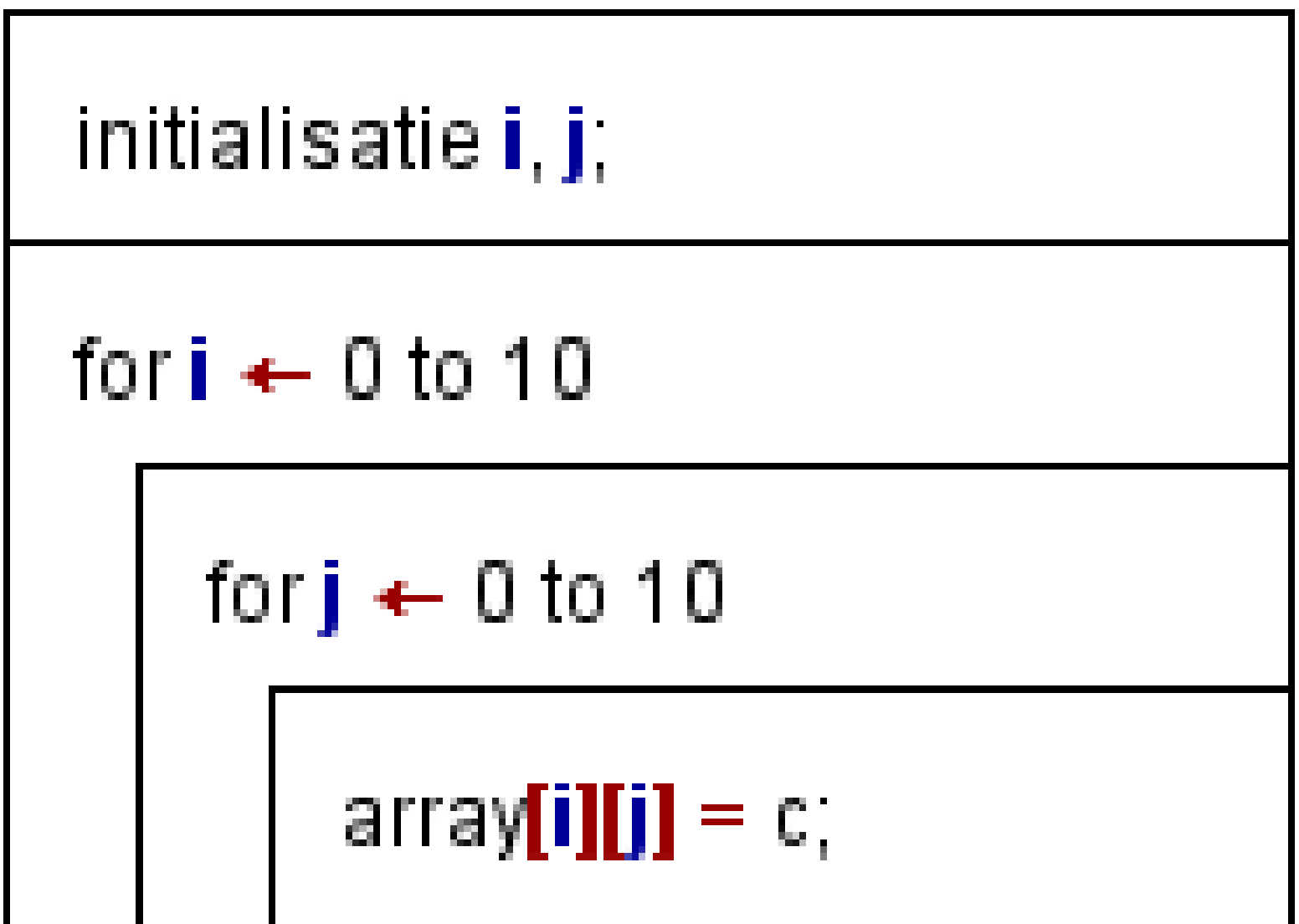
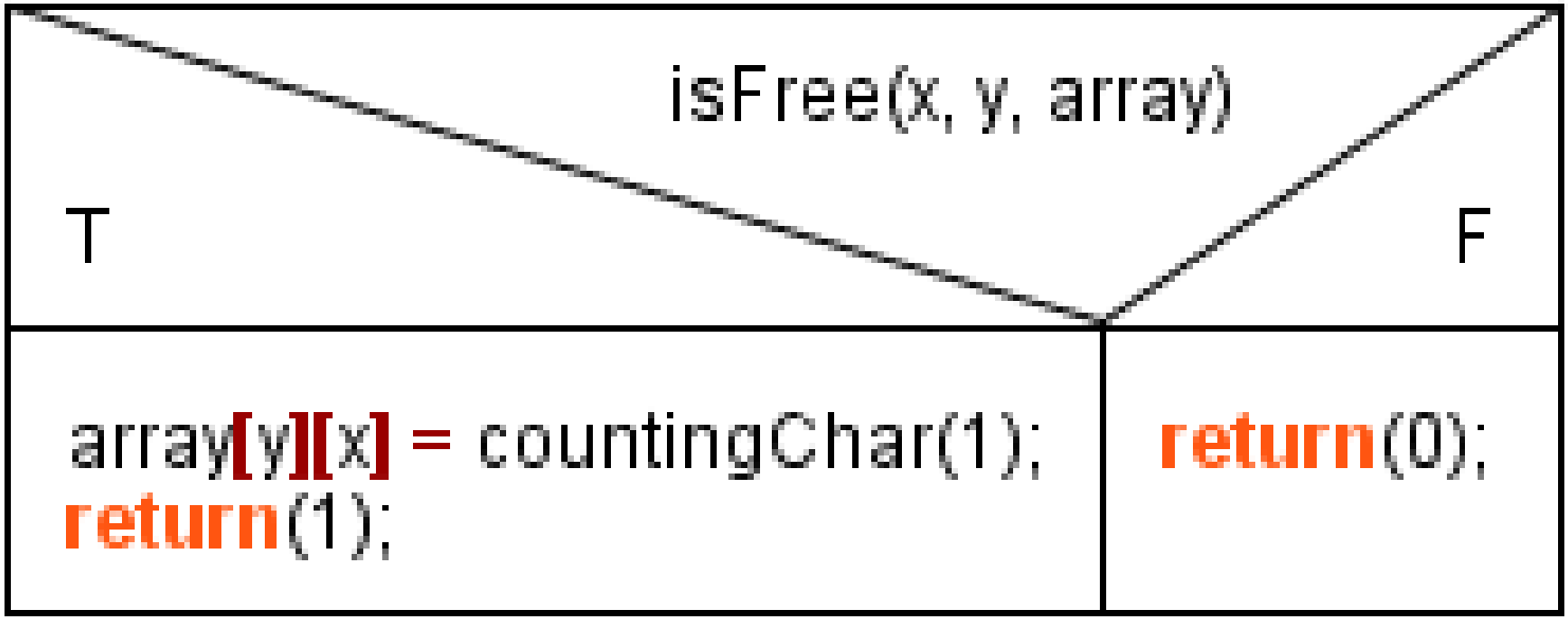
char countingChar(int upBy)

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

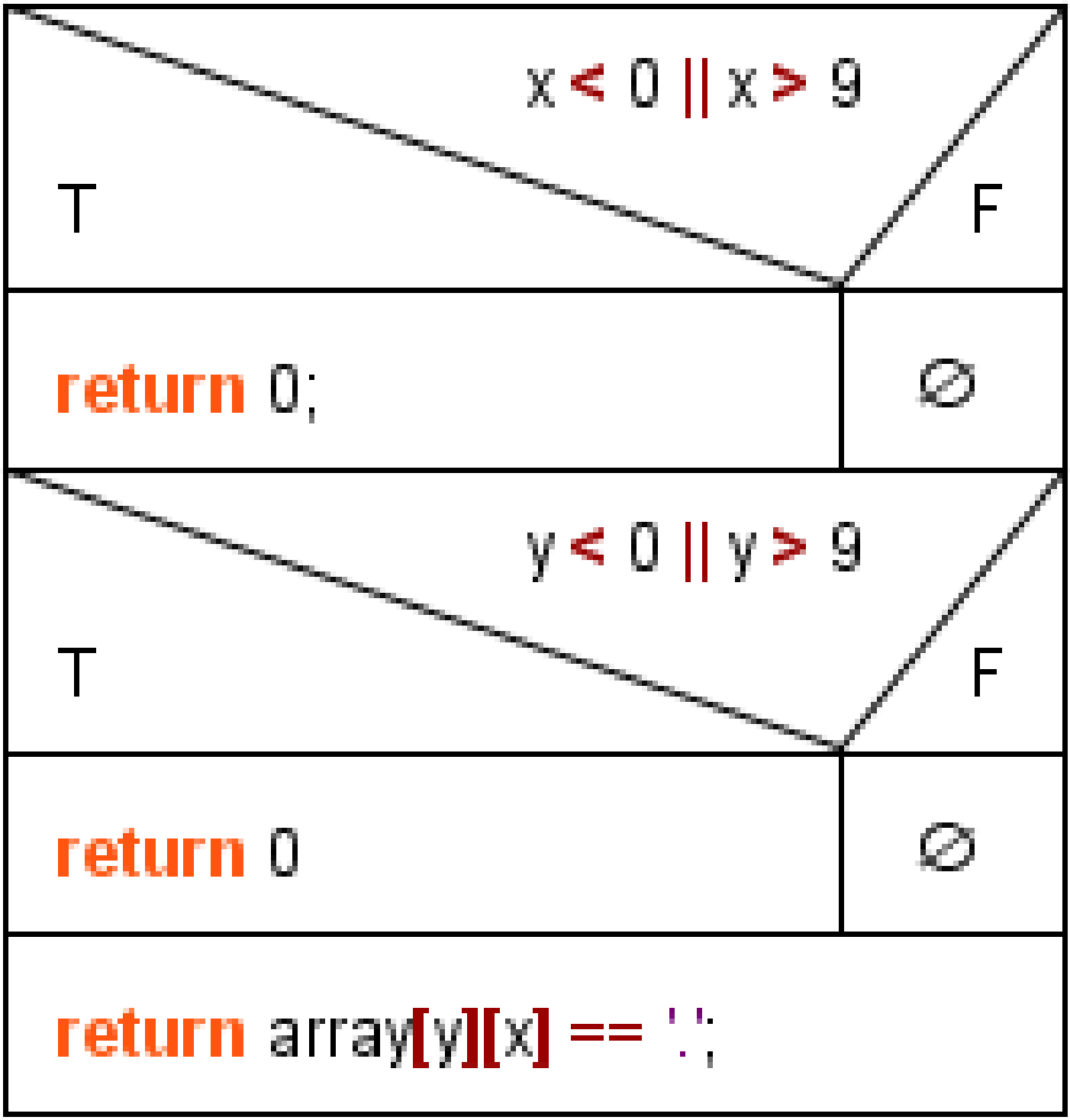
fill2DArray(char array[][], char c)



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



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



int randomDirection()

```
initialisatie num = rand() % 4;
```

```
return num;
```

Main

```
srand(time(0)); // Init random

initialisatie table[10][10] = {};

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

```
x = x-1
```

isFree (IN x, IN y, REG table)

T

```
currentChar = currentChar + 1
  table[x][y] = currentChar
  tries = 0
```

F

```
x = x + 1
  tries = tries + 1
```

∅

direction is 1

T

```
y = y-1
```

isFree (IN x, IN y, REG table)

T

```
currentChar = currentChar + 1
  table[x][y] = currentChar
  tries = 0
```

F

```
y = y + 1
  tries = tries + 1
```

∅

direction is 2

T

```
x = x+1
```

isFree (IN x, IN y, REG table)

T

```
currentChar = currentChar + 1
  table[x][y] = currentChar
  tries = 0
```

F

```
x = x - 1
  tries = tries + 1
```

∅

direction is 3

T

```
y = y+1
```

isFree (IN x, IN y, REG table)

T

```
currentChar = currentChar + 1
  table[x][y] = currentChar
  tries = 0
```

F

```
y = y - 1
  tries = tries + 1
```

∅

```
print2DArray(REG table)
```

print2DArray(char array[][])