char countingChar(int upBy)

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

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

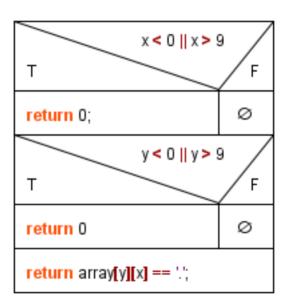
```
initialisatie i. j:
for i 

0 to 10
    for i ← 0 to 10
        array[i][j] = c;
```

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

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

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



int randomDirection()

return num;

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

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
                                                                          F
   Т
   x = x-1
                          isFree (IN x, IN y, REG table)
   Т
                                                                  F
                                                                         Ø
   currentChar = currentChar + 1
                                                x = x + 1
                                                   tries = tries + 1
      table[x][y] = currentChar
      tries = 0
                                             direction is 1
                                                                          F
   Т
   y = y_{-}1
                          isFree (IN x, IN y, REG table)
                                                                  F
   Т
                                                                         Ø
   currentChar = currentChar + 1
                                                y = y + 1
      table[x][y] = currentChar
                                                   tries = tries + 1
      tries = 0
                                             direction is 2
                                                                          F
   Τ
   \chi = \chi + 1
                          isFree (IN x, IN y, REG table)
   Τ
                                                                  F
                                                                         Ø
   currentChar = currentChar + 1
                                                x = x - 1
                                                   tries = tries + 1
      table[x][y] = currentChar
      tries = 0
                                             direction is 3
   Τ
                                                                          F
   y = y+1
                          isFree (IN x, IN y, REG table)
   Т
                                                                  F
                                                                         Ø
    currentChar = currentChar + 1
                                                y = y - 1
      table[x][y] = currentChar
                                                   tries = tries + 1
      tries = 0
print2DArray(REG table)
```

print2DArray(char array[][])

```
initialisatie i. j:
for i 

0 to 10
    for | + 0 to 10
        print array[i][j]
    printf \n
```