Project digital technologies.

Steps of the algorith.

Visualize the algorithm.

1. Start algorithm
2. Input the matrix of the variable, interpreting x as walls, . As paths, E as start and S as End.
3. Declare the variable (row) to represent the rows of the algorithm.
4. Declare variable (column) to stablish columns.
5. Count rows.
6. Count columns.
7. Set starting point on E
8. Set finish point on S
9. Set variable that counts how many spaces the computer walks to get to exit.
10. Check if you can move right from the place, if it so moves one place to the right.
11. Check if you can move up, if so move one place to that direction from current position.
12. Check if you can move right, if so move one place to that direction from current position.
13. Check if you can move down, if so move one place to that direction from current position.
14. Repeat until you reach S or until you hit a wall, if this second option happens return to E
15. If you reach S count the number of moves you did.
16. Print the number of moves.

Lorenzo Suárez Galindo, Aturo Zetina,Andres Naguez Frade. 506