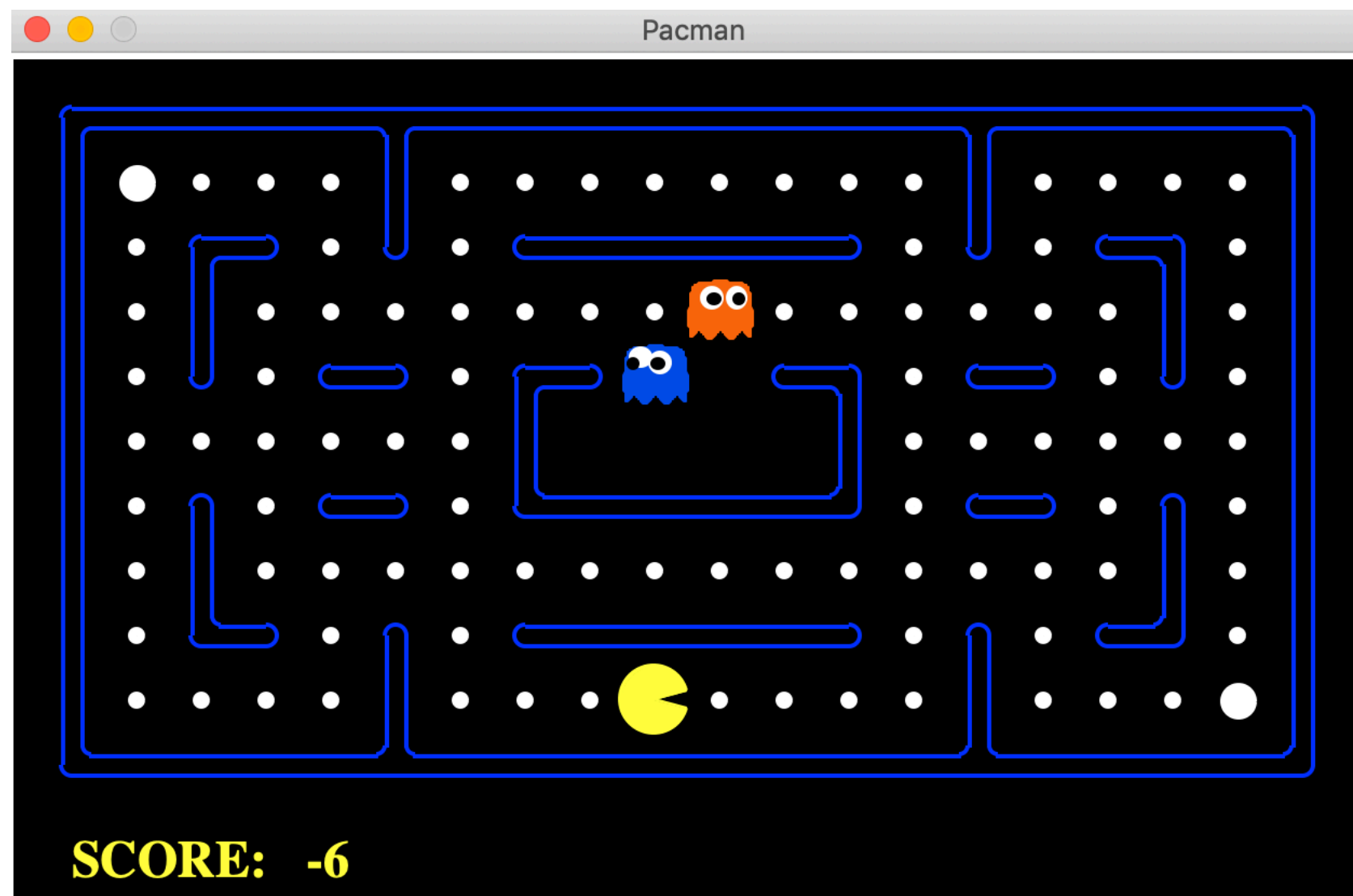


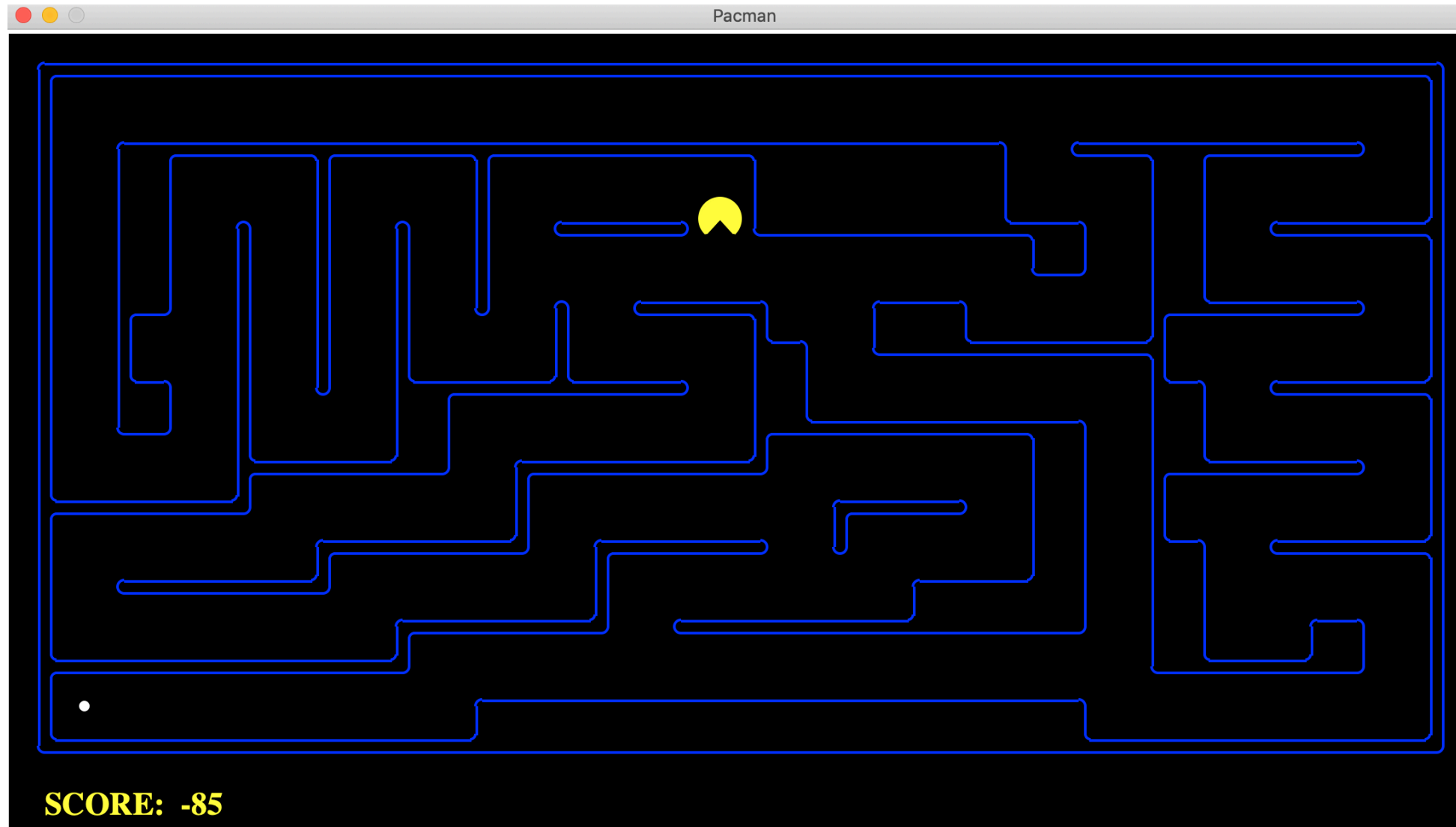
1

Pacman

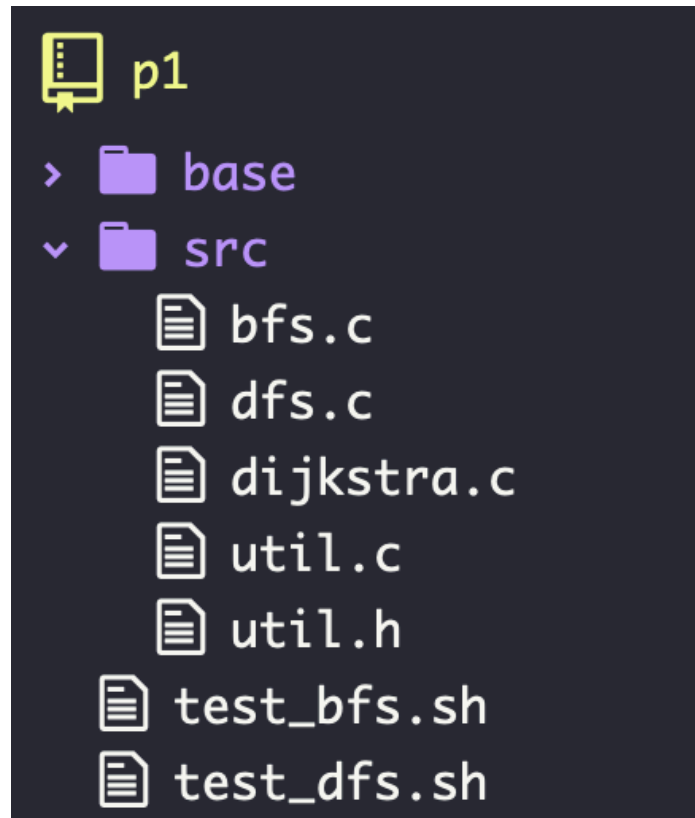
Simplified Version



Another Simplified Version



Source Folder



dfs.c

```
1 #include "util.h"
2 #include <stdio.h>
3 #include <string.h>
4
5 int main() {
6     game_state_t state;
7     memset(&state, 0, sizeof(state));
8     init(&state);
9     // write your code here
10
11     printf("SSWSWWSW\n");
12
13     //
14     destroy(&state);
15     return 0;
16 }
```

game_state_t

```
9 typedef struct {
10     int n, m;    // 地图的长宽
11     int **grid;  // n*m的01数组, 1表示墙
12     double **cost; // n*m, 每个点的权重
13     int start_x, start_y;
14     int goal_x, goal_y; // 起点位置, 终点位置
15 } game_state_t;
```

Test Code



```
bash test_dfs.sh
```

Debug Code



```
build/dfs.out < build/tmp.txt
```