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1  /*****
2  *
3  * HW07 Q3
4  * HAZIRLAYAN: HASAN MEN
5  * NUMARASI : 131044009
6  * TARİH : 14/04/2015
7  *
8  * BİLGİ
9  * Dosyadan okunun verilere göre 5*5lik bir labirentten
10 * belli kurallara göre cisik yolunu bulan program
11 *****/
12 #include<stdio.h>
13 #include<string.h>
14
15 #define N_SIZE 5 /* labirent sinirlari */
16
17 #define IN_F "table.txt" /* input dosyamiz */
18
19 /* sayisal degiskenlerimiz */
20 typedef enum{FALSE,TRUE} Bool;
21 typedef enum{notavailable,available,right_down} Grid_t;
22
23 /* fonksiyon prototipleri */
24 void read_table(FILE *input_file,Grid_t table[][N_SIZE]);
25 void print_path(char path[][N_SIZE],int n);
26 Bool find_path(Grid_t table[][N_SIZE],char path[][N_SIZE],
27               int size,int location_x,int location_y);
28 void fill_space(char path[][N_SIZE],int n);
29
30 int main()
31 {
32
33     Grid_t table[N_SIZE][N_SIZE];
34     char path[N_SIZE][N_SIZE]={0};
35     int loc_x=0;
36     int loc_y=0;
37
38     FILE *inF;
39     inF=fopen(IN_F,"r");
40
41     /*degiskenlerin sonu */
42
43     if(inF == NULL) /* dosya acilmamasi durumunda hata dondurur */
44         printf("%s couldn't opened to read table",IN_F);
45     else{
46         read_table(inF,table); /* dosyadan okuma ile table doldurulur*/
47         fill_space(path,N_SIZE);/* yol arrayimiz once boslukla doldurulur*/
48         /* en uygun yol bulunur ve sonuc ekrana basilir */
49         if(find_path(table,path,N_SIZE,loc_x,loc_y))
50         {
51             printf("I FOUND RIGHT WAY FOLLOW ME :)\n");
52             print_path(path,N_SIZE);}
53         else
54         { printf("I couldn't find right way :(\n");
55           print_path(path,N_SIZE);}
56     }
57     return 0;
58     /* main fonksiyonu sonu */
59 }
60
61 /* Dosyadan okuma yaparak gerekli array doldurulur */
62 /* FILE * input_file = input dosyamiz -> file pointer */
63 /* Grid_t table -> degerlerin oturtulacagi array */
64
65 void read_table(FILE *input_file,Grid_t table[][N_SIZE])
66 {
67     int i=0,j=0,temp;
68
69     /* 5*5lik tablo arrayi doldurulur*/
70     /* degerleri grid_t ye cast edilir*/
71     for(i=0;i<N_SIZE;i++)
72         for(j=0;j<N_SIZE;j++)

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73         {   fscanf(input_file,"%d",&temp);
74             table[i][j]=(Grid_t)temp;}
75     }
76     /* daha onceden doldurulan table arrayindeki bilgilere gore path arrayini */
77     /* belli kurallar ile dolduran recursive fonksiyon */
78
79     /*Parametreler*/
80     /* Grid_t table->doldurulmus array - input parametre olarak */
81     /* path -> doldurulacak array -> out put array olarak */
82     /* size -> tablolarin satir sayilari */
83     /* location_X - location_y -> labirentin baslangic noktaları */
84     Bool find_path(Grid_t table[][N_SIZE],char path[][N_SIZE],
85                   int size,int location_x,int location_y)
86     {
87         Bool res=TRUE;
88
89         /* maze icindeki ise devam et*/
90         if(location_x<N_SIZE && location_y<N_SIZE )
91         {
92             /* yol kullanima aciksa devam et */
93             /* yol lise duz git, 2ise capraz, 0 ise yol kapali */
94             if(table[location_x][location_y]==available)
95             {
96                 /* sag ve alt yollarda musait ise yoldan devam et */
97                 if(find_path(table,path,N_SIZE,location_x,location_y+1))
98                     path[location_x][location_y]='*';
99
100                 if(find_path(table,path,N_SIZE,location_x+1,location_y))
101                     path[location_x][location_y]='*';
102             }
103             else if(table[location_x][location_y]==right_down)
104             {
105                 /* yolda 2 varsa capraz hareket et */
106                 path[location_x+1][location_y+1]='*';
107                 if(find_path(table,path,N_SIZE,location_x+1,location_y+1))
108                     path[location_x][location_y]='*';
109             }
110             else if(table[location_x][location_y]==notavailable)
111                 /* yol kapali ise false dondur */
112                 res=FALSE;
113
114             }else res=FALSE;
115             /* son cikis noktasii sag en alt ise true dondur */
116             if(location_x==N_SIZE-1 && location_y==N_SIZE-1)
117             {
118                 path[location_x][location_y]='*';
119                 res=TRUE;
120             }
121             return res;
122         }
123     /* find_path ile doldurulan path dizisini ekrana basar */
124     void print_path(char path[][N_SIZE],int n)
125     {
126         int i,j;
127         for(i=0;i<n;i++)
128         {
129             for(j=0;j<N_SIZE;j++)
130                 printf("%c",path[i][j]);
131             printf("\n");
132         }
133     }
134
135     /* yollarin anlasilabilir olmasi icin path dizisinin once '|' ile doldurulur*/
136     void fill_space(char path[][N_SIZE],int n)
137     {
138         int i,j;
139         for(i=0;i<n;i++)
140             for(j=0;j<N_SIZE;j++)
141                 path[i][j]='|';
142     }
143     /* H07_HASAN_MEN_131044009_part3.c sonu */

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