# Path following algorithm in ASCII map

**USER GUIDE** 

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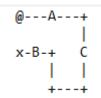
# Introduction

Program takes ASCII map as an input, finds the position of start character. Then follows the path and stops when end character is reached.

# Program input

Program can be run without any input in this case it will calculate path for default ASCII map where start character is @ and end character is x.

### Default ASCII Map



User can pass optional arguments

- -f for ASCII map file path (default value is Default ASCII Map)
- -s for start character (default value @)
- -e for end character (default value x)

If argument is not passed default value is used.

Do not use + as start or end character because it marks change of direction in ASCII map.

# Program output

# Program will output

- Path as characters
- Collected letters (The letter from the same location will not be collected.)
- Error if something is wrong

### Example:

```
Letters: ACB
Path as characters: @---A---+|C|+---+|+-B-x
```

# Start app

# Requirements

- Installed Java 8 or higher
- Maven
- Git

# Steps

- 1. Clone source code from GitHub repository.
- 2. Run mvn clean package.
- 3. Run java -jar target/path-find.jar

# How to pass optional arguments

First put argument name (-f, -s or -e) and then argument value.

# Example:

java -jar target/path-find.jar -f src/test/resources/path/intersections.txt -s @ -e x

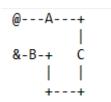
It loads file from src/test/resources/path/intersections.txt, start character is set to @ and end character is set to x.

# ASCII map

Create ASCII is very easy. You can use any ASCII character, but two of them have special purpose

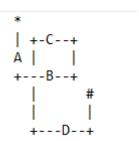
- '+' (plus) represents change of direction
- '' (space) represents no value

# Example



# Example

In the fille myMap.txt (/Desktop/myMap.txt) is ASCII map.



Start character is \*.

End character is #.

To start application enter:

java -jar target/path-find.jar -f Desktop/ myMap.txt -s \* -e #

Output:

Letters: ABCD

Path: \*|A+---B--+|+--C-+|-||+---D--+|#