2D SQUARE APPLE PROGRAM
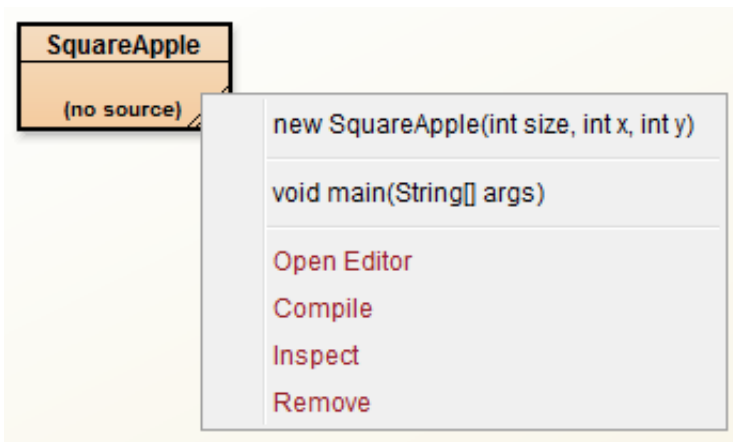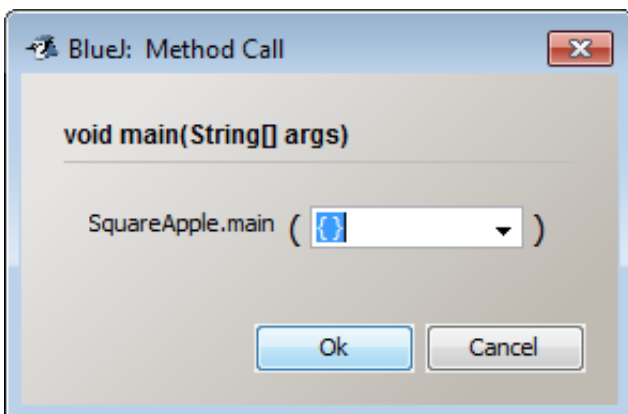
You can download a demo program for finding all the solutions of the 2D square app
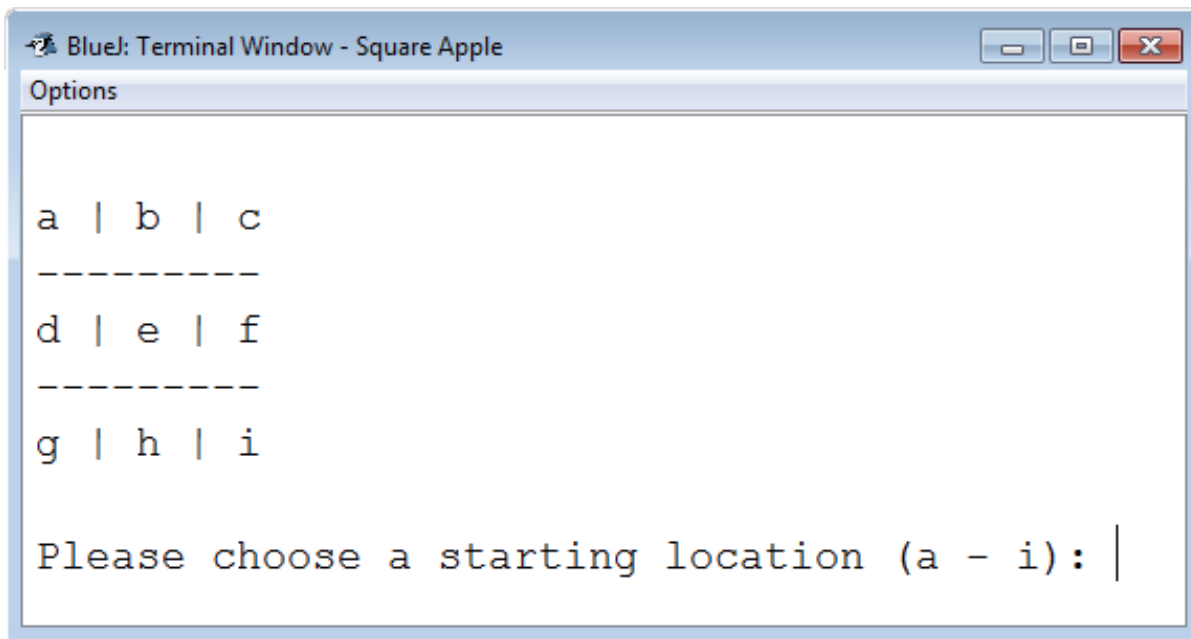problem here.

<u>Instructions to run the program</u>

1. Download and unzip the Square Apple BlueJ project.

2. Start BlueJ and open the downloaded project.

3. Right click on the SquareApple class and click the main method of the program "vo
   main(String[] args)".

4. Hit "OK" in the pop-up dialog box.

5. Choose a starting location for the 2D square apple problem in the terminal window

Options

```
a | b | c
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d | e | f
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g | h | i

Please choose a starting location (a - i): |
```

6. A canvas will then show up with the worm exploring the possible solutions of the problem. The path coordinates for each solution will be printed on the terminal window and the total number of solutions will also be printed when all the paths are explored.

7. To terminate the program early, close the canvas after choosing a location.

If you encounter any problems running the program, you can visit the discussion foru by clicking here.