```
Script started on 2020-12-18 15:34:36-0600
m_sadaf1@ares:~$ pwd
/home/students/m_sadaf1
m_sadaf1@ares:~$ cat maze.info
Name: Madiha Sadaf
Class: CSC121 W01

Project: Help! I'm Trapped in Here!

Level: 6

Description:

This is a maze program that allows the user to roam
and find their way to exit.

m_sadaf1@ares:~$ cat maze.cpp
#include <iostream>
#include <cstdlib>
#include "maze.h"


using namespace std;

#define wall '#'
#define path '.'
#define free ' '
#define item '0'
#define exit 'E'
#define user '@'
#define up 'up'
#define down 'down'
#define left 'left'
#define right 'right'

class Maze
{
    private:
            char maze[54][54];
            char dir;
            int row, col;
    public:
            Maze();
            Maze(int r, int c);
            Maze(int r, int c, int mr, int mc, int d);

            bool Move(int s);
            void Display() const;
            void Add(int ar, int ac); //add row and add column
            char Move();
}

Maze::Maze()
{
    char maze [1][1] = {'right'};
}

Maze::Maze(int r, int c)
{
    if (r < 0 || c < 0)
    {
        maze [1][1];
    }
    if (r > 54 || c > 54);
    {
        maze[54][54];
    }
    if (r > 1 && r < 54 || c > 1 && c < 54)
    {
        maze[r][c];
        row = r;
        col = c;
    }
}

char Maze::Move()
{
    switch(dir)
    {
        case up: return 'up';
        case down: return 'down';
        case left: return 'left';
        case right: return 'right';
```

```
        default: return 0;
    }
}

void Maze::Display()const
{
    cout<< "The Maze:" <<endl;

    for(int i = 0; i < row; i++)
    {
        for (int j = 0; j < col; j++)
        {
            if (i == 0 || i == row - 1)
                cout<< wall<< ' ';
            else if (j == 0 || j == col - 1)
                cout<<wall<< ' ';
            else
                cout<<path<< ' ';
        }

        cout<< endl;
    }
}

int main()
{
        cout<< "\t\t\tWelcome to the Maze Program!!!\n";

        return 0;
}


m_sadaf1@ares:~$ CPP maze
maze.cpp***
In file included from maze.cpp:3:0:
maze.h:1:1: error: stray
'##' in program
 ##########################################################
 ^~
maze.h:1:3: error: stray
'##' in program
 ##########################################################
   ^~
maze.h:1:5: error: stray
'##' in program
 ##########################################################
     ^~
maze.h:1:7: error: stray
'##' in program
 ##########################################################
       ^~
maze.h:1:9: error: stray
'##' in program
 ##########################################################
         ^~
maze.h:1:11: error: stray
'##' in program
 ##########################################################
           ^~
maze.h:1:13: error: stray
'##' in program
 ##########################################################
             ^~
maze.h:1:15: error: stray
'##' in program
 ##########################################################
               ^~
maze.h:1:17: error: stray
'##' in program
 ##########################################################
                 ^~
maze.h:1:19: error: stray
'##' in program
 ##########################################################
                   ^~
maze.h:1:21: error: stray
'##' in program
 ##########################################################
                     ^~
maze.h:1:23: error: stray
'##' in program
 ##########################################################
                       ^~
maze.h:1:25: error: stray
```

```
‘##’ in program
 ######################################################
                         ^~
maze.h:1:27: error: stray
‘##’ in program
 ######################################################
                           ^~
maze.h:1:29: error: stray
‘##’ in program
 ######################################################
                             ^~
maze.h:1:31: error: stray
‘##’ in program
 ######################################################
                               ^~
maze.h:1:33: error: stray
‘##’ in program
 ######################################################
                                 ^~
maze.h:1:35: error: stray
‘##’ in program
 ######################################################
                                   ^~
maze.h:1:37: error: stray
‘##’ in program
 ######################################################
                                     ^~
maze.h:1:39: error: stray
‘##’ in program
 ######################################################
                                       ^~
maze.h:1:41: error: stray
‘##’ in program
 ######################################################
                                         ^~
maze.h:1:43: error: stray
‘##’ in program
 ######################################################
                                           ^~
maze.h:1:45: error: stray
‘##’ in program
 ######################################################
                                             ^~
maze.h:1:47: error: stray
‘##’ in program
 ######################################################
                                               ^~
maze.h:1:49: error: stray
‘##’ in program
 ######################################################
                                                 ^~
maze.h:1:51: error: stray
‘##’ in program
 ####################################################
                                                   ^~
maze.h:1:53: error: stray
‘##’ in program
 ######################################################
                                                     ^~
maze.h:2:6: error: invalid preprocessing
directive ##
 #    #       #           #   #      #     #
 #   #
      ^
maze.h:3:6: error: invalid preprocessing
directive ##
 #    #    ####   #####  ##   ###  #####  ##
 ####### #
      ^
maze.h:4:3: error: invalid preprocessing
directive ###
 # ####    #  #   # # #  ##    ##  #  ##   #  #  @
 # #
   ^~
maze.h:5:3: error: invalid preprocessing
directive ##
 # #  ###  #      #   #  ##    ##  #   #   #  #
 # #
   ^
maze.h:6:3: error: invalid preprocessing
directive ##
 # #  #    #  #   # # #  ##    ##  #   #   #  #
 # #
   ^
```

```
maze.h:7:6: error: invalid preprocessing
directive ###
 #    ###  ####   #####  ##    ##  #   #   #  ###
 ### #
      ^~
maze.h:8:6: error: invalid preprocessing
directive ##
 #    # #               #     #   ## ##      #
 # #
      ^
maze.h:9:3: error: invalid preprocessing
directive ##
 # #       ####          #                #
 #    #
   ^
maze.h:10:2: error: invalid
preprocessing directive #E
 #E##################################################
  ^
maze.cpp:38:25: warning: character
constant too long for its type
     char maze [1][1] = {'right'};
                         ^~~~~~~
maze.cpp:63:14: warning: multi-character
character constant [-Wmultichar]
         case up: return 'up';
              ^~
maze.cpp:63:25: warning: multi-character
character constant [-Wmultichar]
         case up: return 'up';
                         ^~~~
maze.cpp:64:14: warning: multi-character
character constant [-Wmultichar]
         case down: return 'down';
              ^~~~
maze.cpp:64:27: warning: multi-character
character constant [-Wmultichar]
         case down: return 'down';
                           ^~~~~~
maze.cpp:65:14: warning: multi-character
character constant [-Wmultichar]
         case left: return 'left';
```

```
              ^~~~
maze.cpp:65:27: warning: multi-character
character constant [-Wmultichar]
         case left: return 'left';
                           ^~~~~~
maze.cpp:66:14: warning: character
constant too long for its type
         case right: return 'right';
              ^~~~~
maze.cpp:66:28: warning: character
constant too long for its type
         case right: return 'right';
                            ^~~~~~~
maze.cpp:19:1: error: new types may
not be defined in a return type
 class Maze
 ^~~~~
maze.cpp:19:1: note: (perhaps a
semicolon is missing after the definition of ‘Maze’)
maze.cpp:36:12: error: return type
specification for constructor invalid
 Maze::Maze()
            ^
maze.cpp: In constructor
‘Maze::Maze()’:
maze.cpp:36:1: warning:
‘Maze::dir’ should be initialized in the
member initialization list [-Weffc++]
 Maze::Maze()
 ^~~~
maze.cpp:36:1: warning:
‘Maze::row’ should be initialized in the
member initialization list [-Weffc++]
maze.cpp:36:1: warning:
‘Maze::col’ should be initialized in the
member initialization list [-Weffc++]
maze.cpp:38:20: warning: declaration of
‘maze’ shadows a member of ‘Maze’
[-Wshadow]
     char maze [1][1] = {'right'};
                    ^
maze.cpp:22:29: note: shadowed
```

```
declaration is here
             char maze[54][54];
                              ^
maze.cpp:38:32: error: narrowing
conversion of ‘1768384628’ from
‘int’ to ‘char’ inside { }
[-Wnarrowing]
     char maze [1][1] = {'right'};
                                ^
maze.cpp:38:10: warning: unused variable
‘maze’ [-Wunused-variable]
     char maze [1][1] = {'right'};
          ^~~~
maze.cpp: In constructor ‘Maze::Maze(int,
int)’:
maze.cpp:41:1: warning:
‘Maze::dir’ should be initialized in the
member initialization list [-Weffc++]
 Maze::Maze(int r, int c)
 ^~~~
maze.cpp:41:1: warning:
‘Maze::row’ should be initialized in the
member initialization list [-Weffc++]
maze.cpp:41:1: warning:
‘Maze::col’ should be initialized in the
member initialization list [-Weffc++]
maze.cpp:45:19: warning: statement
has no effect [-Wunused-value]
         maze [1][1];
         ~~~~~~~~~~^
maze.cpp:47:26: warning: suggest
braces around empty body in an ‘if’ statement
[-Wempty-body]
     if (r > 54 || c > 54);
                          ^
maze.cpp:47:5: warning:
this ‘if’ clause does not
guard... [-Wmisleading-indentation]
     if (r > 54 || c > 54);
     ^~
maze.cpp:48:5: note: ...this statement,
but the latter is misleadingly indented as if it were guarded by
the ‘if’
     {
     ^
maze.cpp:49:20: warning: statement
has no effect [-Wunused-value]
         maze[54][54];
         ~~~~~~~~~~^
maze.cpp:51:15: warning: suggest
parentheses around ‘&&’ within ‘||’
[-Wparentheses]
     if (r > 1 && r < 54 || c > 1 && c < 54)
         ~~~~~~^~~~~~~~
maze.cpp:53:18: warning: statement
has no effect [-Wunused-value]
         maze[r][c];
         ~~~~~~~~~^
maze.cpp: In member function ‘char
Maze::Move()’:
maze.cpp:63:9: warning: case label
value exceeds maximum value for type
         case up: return 'up';
         ^~~~
maze.cpp:63:25: warning: overflow in
implicit constant conversion [-Woverflow]
         case up: return 'up';
                         ^~~~
maze.cpp:64:9: warning: case label
value exceeds maximum value for type
         case down: return 'down';
         ^~~~
maze.cpp:64:27: warning: overflow in
implicit constant conversion [-Woverflow]
         case down: return 'down';
                           ^~~~~~
maze.cpp:65:9: warning: case label
value exceeds maximum value for type
         case left: return 'left';
         ^~~~
maze.cpp:65:27: warning: overflow in
implicit constant conversion [-Woverflow]
         case left: return 'left';
                           ^~~~~~
```

```
maze.cpp:66:9: warning: case label
value exceeds maximum value for type
        case right: return 'right';
        ^~~~
maze.cpp:66:28: warning: overflow in
implicit constant conversion [-Woverflow]
        case right: return 'right';
                           ^~~~~~~
maze.cpp:63:25: warning: statement
will never be executed [-Wswitch-unreachable]
        case up: return 'up';
                        ^~~~


m_sadaf1@ares:~$ exit
exit

Script done on 2020-12-18 15:34:53-0600
```