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## CS162 Lab 8: Testing

I created, as test data, several different "paths" through the maze. These paths mimic what a user might type in: a series of directions (N, S, E, W). I used my knowledge of the map to determine valid paths through the maze; each test should end at the end of the maze, or "Outside" as it's labeled in the program.

In my program all the links are bidirectional except the links from and to Outside. PathTwo contains two instructions that will fail. PathThree tests the bidirectionality of several of the links.

### PathOne

inRoom	Move
A	N
B	W
H	N
G	S
D	S
Outside	

### PathTwo

inRoom	Move
A	E
C	S
C	E
C	N
F	E
D	S
Outside	

### PathThree

inRoom	Move
A	N
B	E
F	E
D	N
G	W
H	E
B	S
A	E
C	N
F	S
C	N
F	E
D	S
Outside	

Map of the maze

