This code implements a solution in Java to determine whether a path (represented by a string of characters) forms a crossover loop. The objective is to verify whether, by following the directions given by the characters in the string ('N' for north, 'S' for south, 'E' for east and 'W' for west), the path crosses its own path at some point.

Movement Map (moves): A map (moves) is created that associates each direction ('N', 'S', 'E', 'W') with a pair of integer values that represent the change in the associated x and y coordinates with that address.

```
Map<Character, Pair<Integer, Integer>> moves = new HashMap<>();
moves.put('N', new Pair(0,1));
moves.put('S', new Pair(0,-1));
moves.put('E', new Pair(1,0));
moves.put('W', new Pair(-1,0));
```

2._ Set of Visited Pairs (visited): A set (visited) is used to keep track of the coordinate pairs (x, y) that the algorithm has visited so far.

```
Set<Pair<Integer, Integer>> visited = new HashSet();
visited.add(new Pair(0,0));
```

3._ Path Iteration: Each character in the path string is traversed, and the coordinates (x, y) are updated according to the current direction.

```
for(Character c: path.toCharArray())

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{
    Pair<Integer, Integer> curr = moves.get(c);
    int dx = curr.getKey();
    int dy = curr.getKey();
    x+=dx;
    y+=dy;

Pair<Integer, Integer> pair = new Pair(x,y);
    if(visited.contains(pair))

{
    return true;
    }
    visited.add(pair);
}
```

- 4._ Crossover Check ('if(visited.contains(pair))'): After updating the coordinates, it is checked if the current coordinate pair has already been visited before. If so, it means that the path intersects itself, and the function returns true.
 - 5._ Final Return (return false): If it goes all the way without finding any junctions, the function returns false at the end.

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