Sample Runs for HW3 - MAZE

1. Perfect non-wrapping maze view

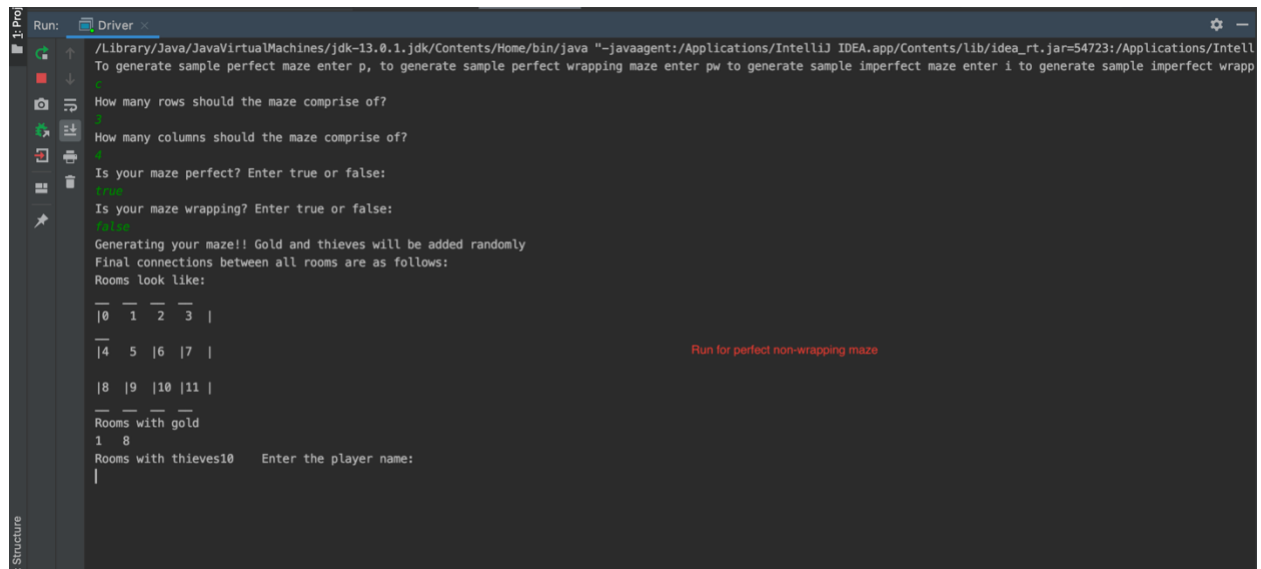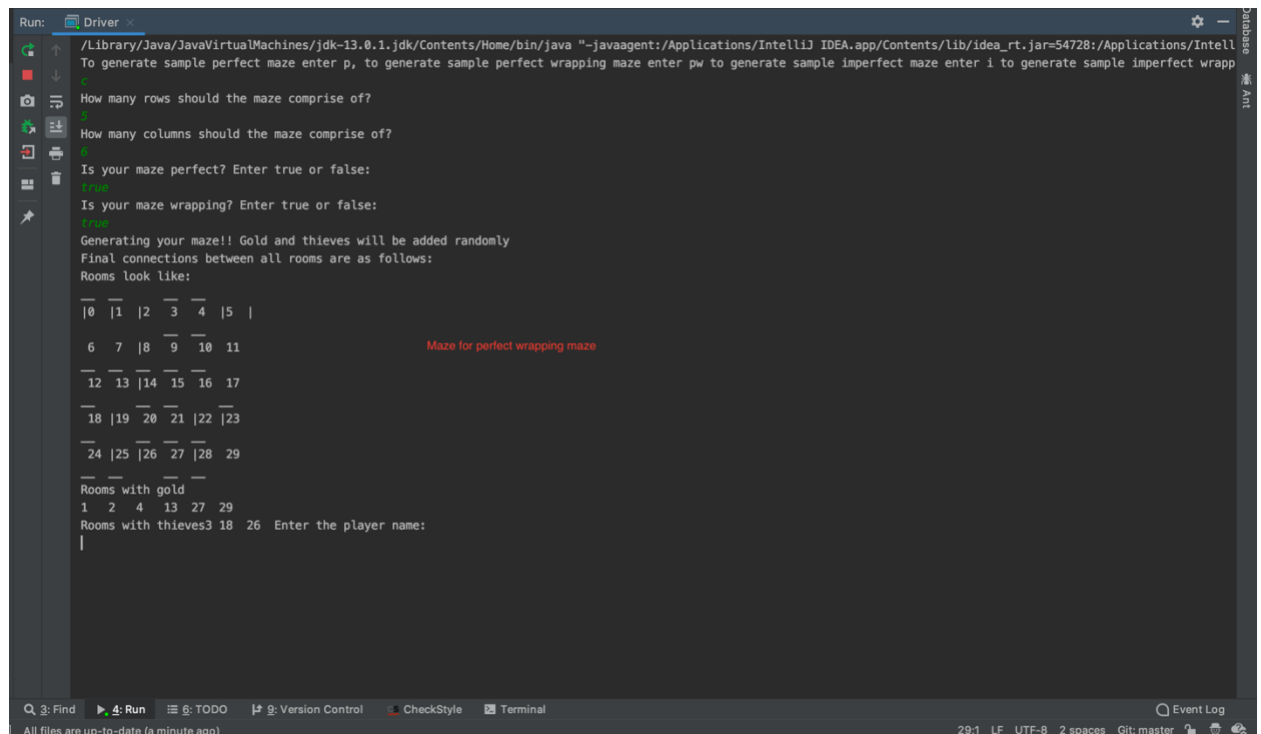2. Perfect wrapping maze view

3. Imperfect non-wrapping maze view


```
Run:    Driver ×
    /Library/Java/JavaVirtualMachines/jdk-13.0.1.jdk/Contents/Home/bin/java "-javaagent:/Applications/IntelliJ IDEA.app/Contents/lib/idea_rt.jar=54734:/Applications/Intell
    To generate sample perfect maze enter p, to generate sample perfect wrapping maze enter pw to generate sample imperfect maze enter i to generate sample imperfect wrapp
    c
    How many rows should the maze comprise of?
    4
    How many columns should the maze comprise of?
    4
    Is your maze perfect? Enter true or false:
    false
    How many internal walls should remain in the maze? Note that remaining walls should be less than or equals 9 for a path to exist between any two rooms
    4
    Is your maze wrapping? Enter true or false:
    false
    How many wrapping walls should be removed in the maze? Max of8 can be removed to make it fully wrapping
    2
    Generating your maze!! Gold and thieves will be added randomly
    Final connections between all rooms are as follows:
    Rooms look like:

    __  __  __  __
    |0   1  |2   3  |

    __
    |4   5   6   7  |

    |8   9  |10  11 |

    __
    |12  13  14  15 |
    __  __  __  __
    Rooms with gold
    2   6   15
    Rooms with thieves1 9   Enter the player name:
    |
```

Imperfect non-wrapping maze

4. Imperfect wrapping maze view


```
Run:    Driver ×
    to generate sample perfect wrapping maze enter pw
    to generate sample imperfect maze enter i
    to generate sample imperfect wrapping maze enter iw
    to generate custom maze enter any key

    c
    How many rows should the maze comprise of?
    5
    How many columns should the maze comprise of?
    6
    Is your maze perfect? Enter true or false:
    false
    How many internal walls should remain in the maze? Note that remaining walls should be less than or equals 20 for a path to exist between any two rooms
    5
    Is your maze wrapping? Enter true or false:
    true
    How many wrapping walls should be removed in the maze? Max of11 can be removed to make it fully wrapping
    4
    Generating your maze!! Gold and thieves will be added randomly
    Final connections between all rooms are as follows:
    Maze is wrapping true
    Rooms look like:

        __  __  __  __
    0   1   2   3   4   5

    |6   7   8   9   10  11 |

    |12 |13  14  15 |16  17 |

    __
    |18  19  20  21  22  23 |

     24 |25  26 |27  28  29
        __  __  __  __
    Rooms with gold:
    7 15 20 25 28 29
    Rooms with thieves:
    3 8 21
```

Imperfect wrapping maze

5. Run for reaching the goal – on the next page
6. Run for covering all rooms – on the next to next page

```
 1 /Library/Java/JavaVirtualMachines/jdk-13.0.1.jdk/Contents/
   Home/bin/java "-javaagent:/Applications/IntelliJ IDEA.app/
   Contents/lib/idea_rt.jar=55532:/Applications/IntelliJ IDEA.
   app/Contents/bin" -Dfile.encoding=UTF-8 -classpath /Users/
   prajakta/Desktop/CS5010PDPCourseWork.nosync/HW/HW3Maze/out/
   production/HW3Maze maze.Driver
 2 To generate sample perfect maze enter p,
 3 to generate sample perfect wrapping maze enter pw
 4 to generate sample imperfect maze enter i
 5 to generate sample imperfect wrapping maze enter iw
 6 to generate custom maze enter any key
 7
 8 pw
 9 Generating your maze!! Gold and thieves will be added
   randomly
10 Final connections between all rooms are as follows:
11 Maze is wrapping true
12 Rooms look like:
13 __   __
14 |0   1   2  |3  |
15      __  __  __
16 |4  |5  |6   7  |
17              __
18 |8   9  |10  11 |
19 __   __
20 Rooms with gold:
21 6 7
22 Rooms with thieves:
23 2
24 Enter the player name:
25 7
26 Enter starting position between 0 and 11
27 7
28 Enter goal position between 0 and 11
29 1
30 Player name 7   Current position 7  Gold 0
31 Available next steps
32 6 WEST
33 Enter direction
34 west
35 Moving WEST
36 Enter Q to quit, else press any other key
37 c
38 Player name 7   Current position 6  Gold 100
39 Available next steps
40 7 EAST
41 10 SOUTH
42 Enter direction
43 south
44 Moving SOUTH
```

```
45 Enter Q to quit, else press any other key
46 c
47 Player name 7   Current position 10 Gold 100
48 Available next steps
49 2 SOUTH
50 6 NORTH
51 11 EAST
52 Enter direction
53 south
54 Moving SOUTH
55 Enter Q to quit, else press any other key
56 c
57 Player name 7   Current position 2  Gold 90
58 Available next steps
59 1 WEST
60 10 NORTH
61 Enter direction
62 west
63 Moving WEST
64 !!!!!Reached the gaol!!!!
65 Player name 7   Current position 1  Gold 90
66
67 Process finished with exit code 0
68
```

```
 1 /Library/Java/JavaVirtualMachines/jdk-13.0.1.jdk/Contents/
   Home/bin/java "-javaagent:/Applications/IntelliJ IDEA.app/
   Contents/lib/idea_rt.jar=55563:/Applications/IntelliJ IDEA.
   app/Contents/bin" -Dfile.encoding=UTF-8 -classpath /Users/
   prajakta/Desktop/CS5010PDPCourseWork.nosync/HW/HW3Maze/out/
   production/HW3Maze maze.Driver
 2 To generate sample perfect maze enter p,
 3 to generate sample perfect wrapping maze enter pw
 4 to generate sample imperfect maze enter i
 5 to generate sample imperfect wrapping maze enter iw
 6 to generate custom maze enter any key
 7
 8 p
 9 Generating your maze!! Gold and thieves will be added
   randomly
10 Final connections between all rooms are as follows:
11 Maze is wrapping false
12 Rooms look like:
13 __  __  __  __
14 |0   1   2   3   |
15         __      __
16 |4   |5   6   7   |
17         __      __
18 |8    9  |10  11  |
19 __  __  __  __
20 Rooms with gold:
21 2 11
22 Rooms with thieves:
23 9
24 Enter the player name:
25 PD
26 Enter starting position between 0 and 11
27 9
28 Enter goal position between 0 and 11
29 11
30 Player name PD  Current position 9  Gold 0
31 Available next steps
32 8 WEST
33 Enter direction
34 west
35 Moving WEST
36 Enter Q to quit, else press any other key
37 c
38 Player name PD  Current position 8  Gold 0
39 Available next steps
40 4 NORTH
41 9 EAST
42 Enter direction
43 north
44 Moving NORTH
```

```
45 Enter Q to quit, else press any other key
46 c
47 Player name PD  Current position 4  Gold 0
48 Available next steps
49 0 NORTH
50 8 SOUTH
51 Enter direction
52 north
53 Moving NORTH
54 Enter Q to quit, else press any other key
55 c
56 Player name PD  Current position 0  Gold 0
57 Available next steps
58 1 EAST
59 4 SOUTH
60 Enter direction
61 east
62 Moving EAST
63 Enter Q to quit, else press any other key
64 c
65 Player name PD  Current position 1  Gold 0
66 Available next steps
67 0 WEST
68 2 EAST
69 Enter direction
70 east
71 Moving EAST
72 Enter Q to quit, else press any other key
73 c
74 Player name PD  Current position 2  Gold 100
75 Available next steps
76 1 WEST
77 3 EAST
78 6 SOUTH
79 Enter direction
80 east
81 Moving EAST
82 Enter Q to quit, else press any other key
83 c
84 Player name PD  Current position 3  Gold 100
85 Available next steps
86 2 WEST
87 Enter direction
88 west
89 Moving WEST
90 Enter Q to quit, else press any other key
91 c
92 Player name PD  Current position 2  Gold 200
93 Available next steps
94 1 WEST
```

```
 95 3 EAST
 96 6 SOUTH
 97 Enter direction
 98 south
 99 Moving SOUTH
100 Enter Q to quit, else press any other key
101 c
102 Player name PD  Current position 6  Gold 200
103 Available next steps
104 2 NORTH
105 5 WEST
106 7 EAST
107 10 SOUTH
108 Enter direction
109 west
110 Moving WEST
111 Enter Q to quit, else press any other key
112 c
113 Player name PD  Current position 5  Gold 200
114 Available next steps
115 6 EAST
116 Enter direction
117 east
118 Moving EAST
119 Enter Q to quit, else press any other key
120 c
121 Player name PD  Current position 6  Gold 200
122 Available next steps
123 2 NORTH
124 5 WEST
125 7 EAST
126 10 SOUTH
127 Enter direction
128 east
129 Moving EAST
130 Enter Q to quit, else press any other key
131 c
132 Player name PD  Current position 7  Gold 200
133 Available next steps
134 6 WEST
135 Enter direction
136 west
137 Moving WEST
138 Enter Q to quit, else press any other key
139 c
140 Player name PD  Current position 6  Gold 200
141 Available next steps
142 2 NORTH
143 5 WEST
144 7 EAST
```

```
145 10 SOUTH
146 Enter direction
147 south
148 Moving SOUTH
149 Enter Q to quit, else press any other key
150 c
151 Player name PD  Current position 10 Gold 200
152 Available next steps
153 6 NORTH
154 11 EAST
155 Enter direction
156 east
157 Moving EAST
158 !!!!!Reached the gaol!!!!
159 Player name PD  Current position 11 Gold 300
160
161 Process finished with exit code 0
162
```