

---

---

# 490. The Maze

Shruti Kavishwar  
San Francisco Bay University

Guided By: Dr. Henry Chang

---

---

# Table of Contents

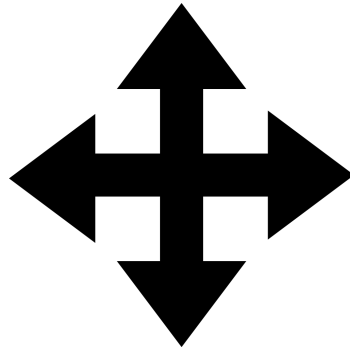
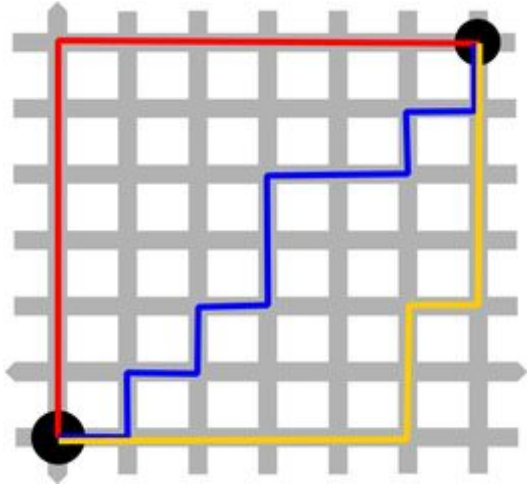
- Problem Statement
  - Understanding the Problem Statement
- Legged Robot vs Wheeled Robot
- Depth First Traversal vs Breadth First Traversal
- Approach
  - Approach 1: Depth First Traversal ( Converting Maze into Tree)
    - Concept Using Legged Robot
    - Concept Using Wheeled Robot
    - Pseudo Code
    - Python Code
    - Test Cases 1, 2, 3
  - Approach 2: Breadth First Traversal
    - Concept using Legged Robot
    - Concept using Wheeled Robot
    - Partial Tree Representation
    - Pseudo Code
    - Python Code
    - Test Cases 1, 2, 3
- Next Steps
- Summary
- References

# Problem Statement

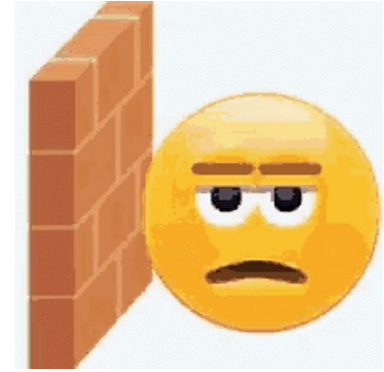
There is a ball in a maze with empty spaces (represented as 0) and walls (represented as 1). The ball can go through the empty spaces by rolling **up, down, left or right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

Given the  $m \times n$  maze, the ball's start position and the destination, where  $\text{start} = [\text{startrow}, \text{startcol}]$  and  $\text{destination} = [\text{destinationrow}, \text{destinationcol}]$ , return true if the ball can stop at the destination, otherwise return false.

# Understanding the Problem Statement



- a. Traversal in manhattan/taxicab geometry
- b. Right, Left, Up, Down directions



Ball stops when it  
hits the wall

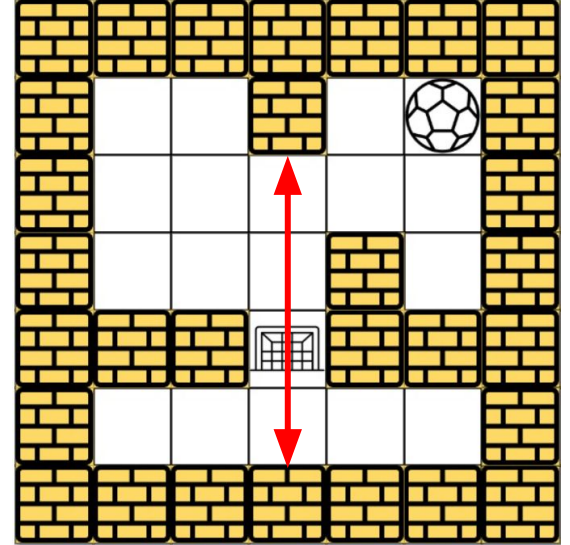
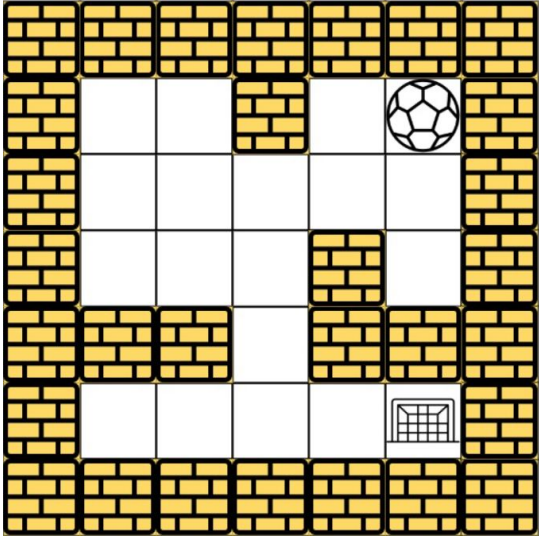
1

Wall

0

Empty Space

# Will the ball reach the goal ?



# Legged Robot

- Moves one cell at a time
- Directions are **Right -> Left -> Up -> Down**



VS

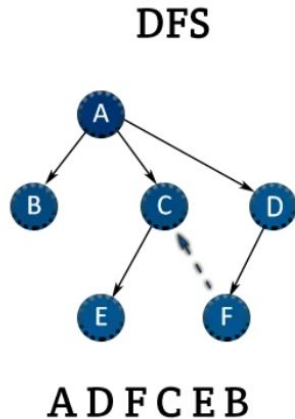
# Wheeled Robot

- Moves in a direction until it hits the wall
- Directions it can move are **Right -> Left -> Up -> Down**



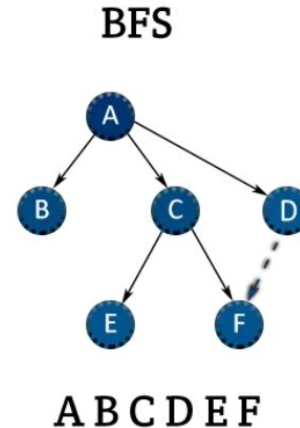
# Depth First Traversal

- Uses a top down approach to reach the destination.
- Uses Stack Data Structure which follows Last In First Out (LIFO) approach



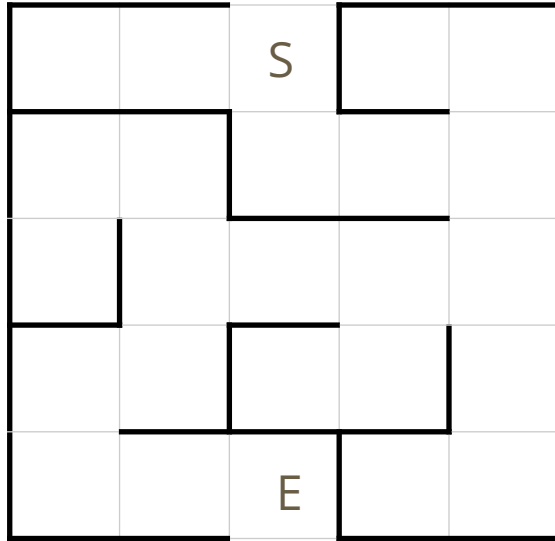
# VS Breadth First Traversal

- Uses left right ( horizontal ) approach to reach the destination.
- Uses Queue Data Structure which follows First in First Out (FIFO) approach

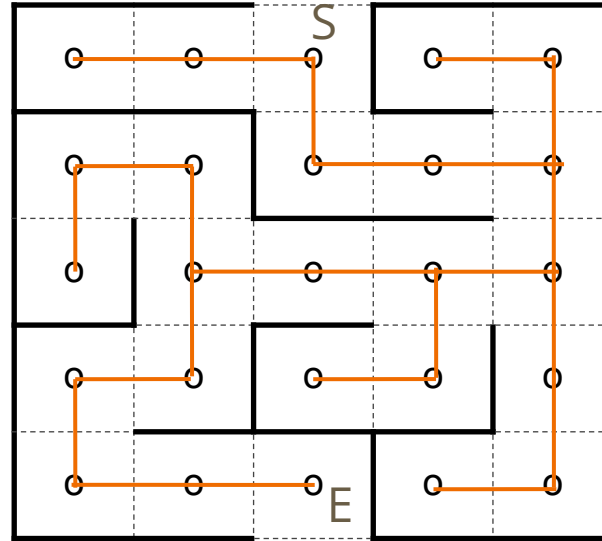


# Approach 1: Depth First Traversal

- Consider the maze as a grid
- Convert the maze into unit cells and connect the nodes as shown in the figure below



**Maze**

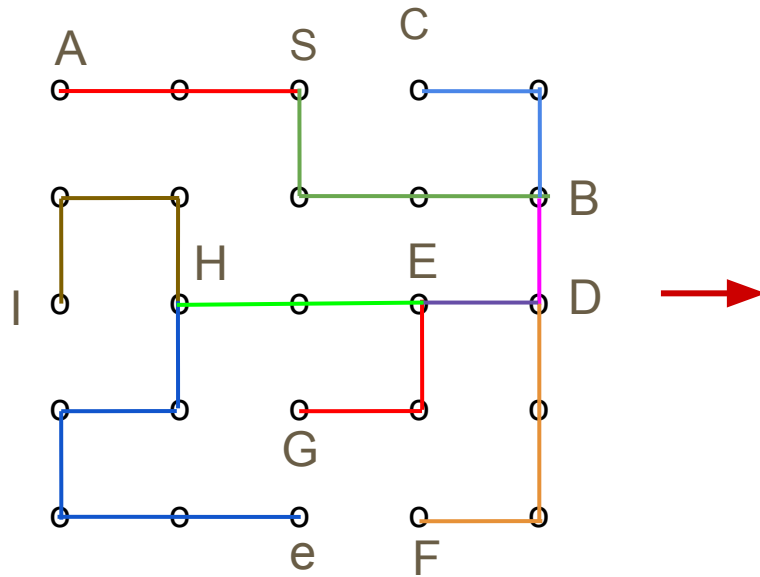


**Maze with unit cells**



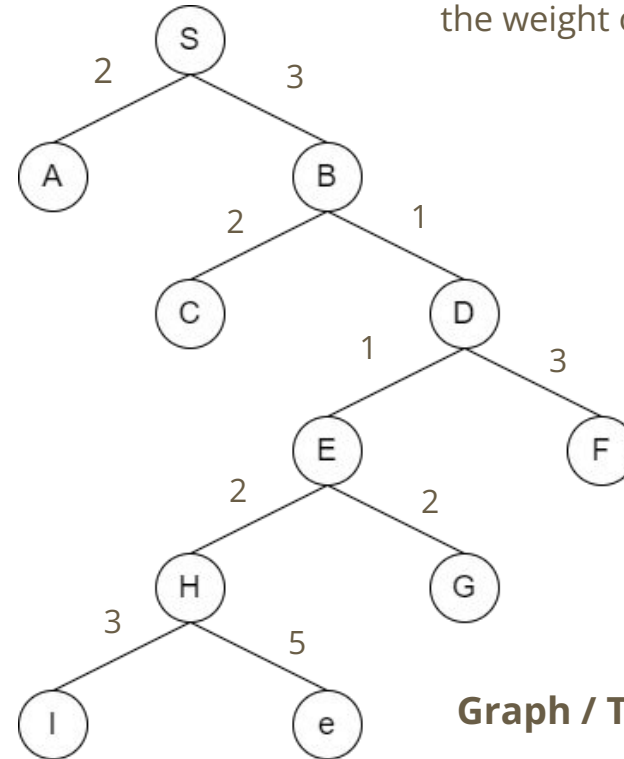
# Approach 1: Depth First Traversal

- Each grid cell can be considered as the node of the graph
- Each wall in the maze represents edge of the graph
- Each vertex of the graph is connected to its neighbor
- Label the vertex at every branch point



Edges and Vertices

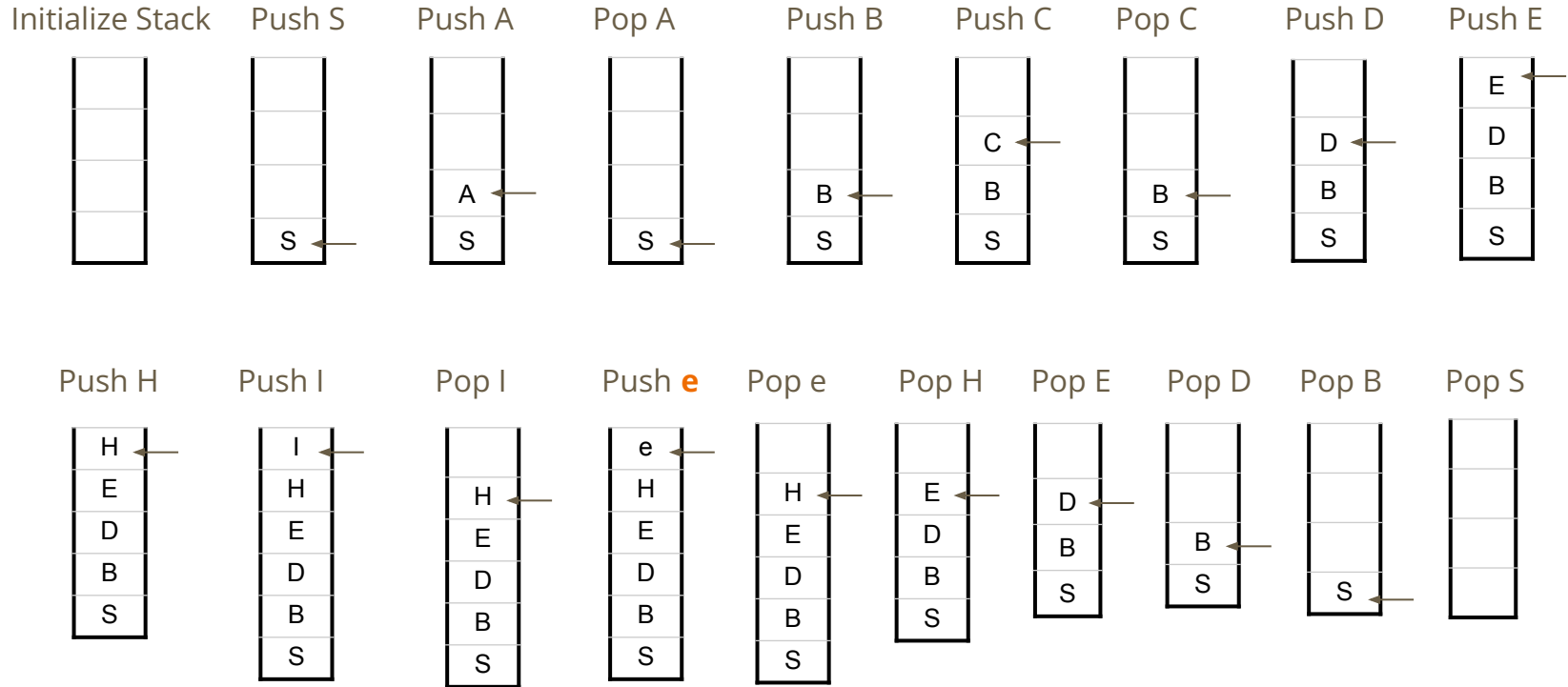
- Add unit cells to calculate the weight of the edge



Graph / Tree

# Approach 1: Depth First Traversal Using Legged Robot

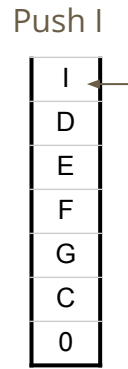
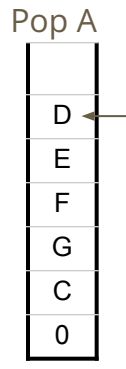
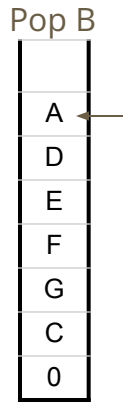
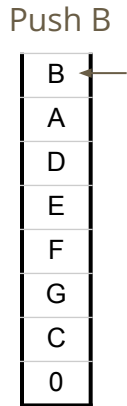
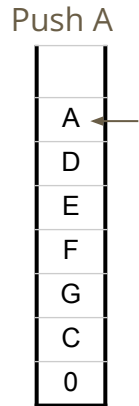
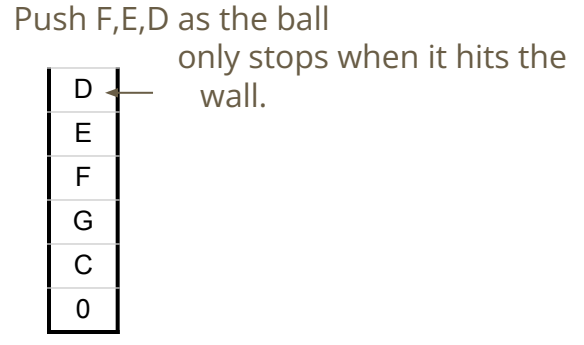
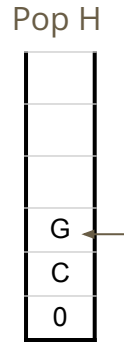
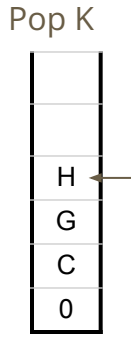
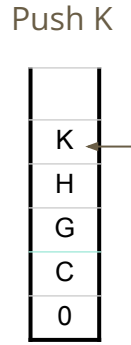
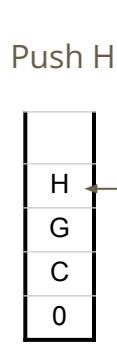
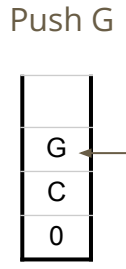
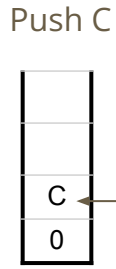
- Find **e** using Depth First Traversal (Vertical). Use Stack Data Structure



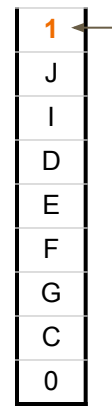


# Approach 1: Depth First Traversal Using Wheeled Robot

Initialize  
Stack and push



Push J, **1** as  
the ball stops at wall



Next, pop element from the stack

- Pop **1**
- Pop J
- Pop I
- Pop D
- Pop E
- Pop F
- Pop G
- Pop C
- Pop 0

# Pseudo Code Using DFT

- Initialize an empty stack to keep track of positions to explore for DFT.
- Use a list of directions (Right: (1,0), Left: (-1,0), Up: (0,1), Down: (0,-1)) to iterate through each possible direction.
- Push the starting position onto the stack. Initialize an empty set to keep track of visited positions. Add the starting position to the set of visited positions.
- While the stack is not empty, pop the top position from the stack. Extract the row and column from the position.
- Through each direction, initialize new\_row and new\_col to the current position.
- If it's possible to move in the current direction without hitting a wall, update new\_row and new\_col accordingly. Once the loop ends, create a new position (new\_pos) with the updated row and column.
- If the new position is the destination, return True.
- If the new position has not been visited, add it to the set of visited positions. Push it onto the stack for further exploration.
- If the loop completes without finding the destination, return False.

# Python Code Using DFT

```
from collections import defaultdict
class Solution:
    def hasPath(self, maze: list[list[int]], start: list[int], destination: list[int]) -> bool:
        stack = []
        stack.append(start)
        dirs = [[1,0],[-1,0],[0,1],[0,-1]]
        visited = defaultdict()
        visited[str(start)] = True
        while stack:
            pos = stack.pop()
            row = pos[0]
            col = pos[1]
            for direction in dirs:
                new_row = row
                new_col = col
                while new_row + direction[0] >= 0 and new_col + direction[1] >= 0 and new_row + direction[0] < len(maze) and
new_col + direction[1] < len(maze[0]) and maze[new_row + direction[0]][new_col + direction[1]] != 1:
                    new_row = new_row + direction[0]
                    new_col = new_col + direction[1]

                new_pos = [new_row,new_col]
                if new_pos[0] == destination[0] and new_pos[1] == destination[1]:
                    return True
                if str(new_pos) not in visited:
                    visited[str([new_row, new_col])] = True
                    stack.append(new_pos)
        return False
```

# Test Case 1

**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [4,4]

**Output:** true

**Explanation:** One possible way is : left -> down -> left -> down -> right -> down -> right.

```
28 sol = Solution()
29 output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
30 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
31 #output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
32 print(f"Will the ball reach the destination ?", output)
33
34
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

▼ TERMINAL

```
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive/
Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project"
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490_Maze_DFT.py"
Will the ball reach the destination ? True
PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>
```

# Test Case 2

**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [3,2]

**Output:** false

**Explanation:** There is no way for the ball to stop at the destination. Notice that you can pass through the destination but you cannot stop there.

```
28 sol = Solution()
29 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
30 output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
31 #output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
32 print(f"Will the ball reach the destination ?", output)
33
34
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

▼ TERMINAL

```
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive/
Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project"
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490_Maze_DFT.py"
Will the ball reach the destination ? False
PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>
```



# Test Case 3

**Input:** maze = `[[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]]`, start = `[4,3]`, destination = `[0,1]`

**Output:** false

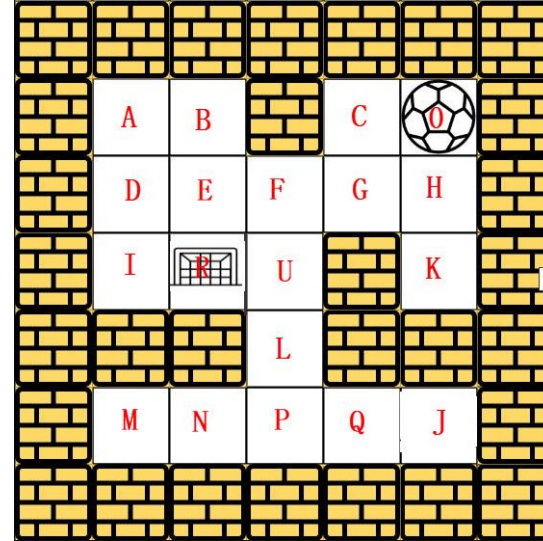
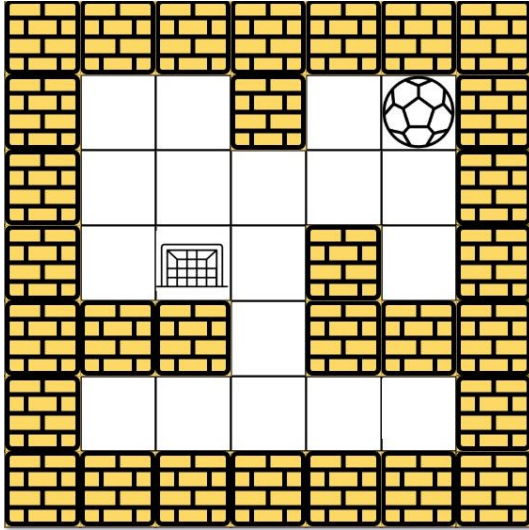
```
28 sol = Solution()
29 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
30 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
31 output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
32 print(f"Will the ball reach the destination ?", output)
33
34
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

✓ TERMINAL

```
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive/
Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project"
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490_Maze_DFT.py"
Will the ball reach the destination ? False
PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>
```

## Approach 2: Breadth First Traversal



- Will the ball reach the goal when using a Wheeled Robot approach to solve the problem?
- Source = 0 , Destination = R

# Approach 2: Breadth First Traversal Using Legged Robot

**Visited: 0**  
**0**

**Queue:** (empty)  
Initialize an queue

**Visited: 0**  
**1**

**Queue: 0**  
a. Add 0 to Queue  
b. Mark 0 as visited

**Visited: 0**  
**1**

**Queue:      Print: 0**  
a. Remove 0 from Queue  
b. Print 0

**Visited: 0 C H**  
**1 1 1**

**Queue: C H      Print: 0**  
a. Add C,H to Queue  
b. Mark C, H visited

**Visited: 0 C H**  
**1 1 1**

**Queue: H      Print: 0 C**  
a. Remove C from Queue  
b. Print C

**Visited: 0 C H G**  
**1 1 1 1**

**Queue: H G      Print: 0 C**  
a. Add G to the Queue  
b. Mark G as visited

**Visited: 0 C H G**  
**1 1 1 1**

**Queue: G      Print: 0 C H**  
a. Remove H from Queue  
b. Print H

**Visited: 0 C H G H**  
**1 1 1 1 1**

**Queue: G K      Print: 0 C H**  
a. Add K to the Queue  
b. Mark K as visited

**Visited: 0 C H G H**  
**1 1 1 1 1**

**Queue: K      Print: 0 C H G**  
a. Remove G from Queue  
b. Print G

**Visited: 0 C H G H F**  
**1 1 1 1 1 1**

**Queue: K F      Print: 0 C H G**  
a. Add F to the Queue  
b. Mark F as visited

# Approach 2: Breadth First Traversal Using Legged Robot

Visited: 0 C H G H F

1 1 1 1 1 1

Queue: F Print: 0 C H G K

- Remove K from Queue
- Print K

Visited: 0 C H G H F

1 1 1 1 1 1

Queue: Print: 0 C H G K F

- Remove F from Queue
- Print F

Visited: 0 C H G H F E U

1 1 1 1 1 1 1 1

Queue: E U Print: 0 C H G K F

- Add E, U to the Queue
- Mark E, U as visited

Visited: 0 C H G H F E U

1 1 1 1 1 1 1 1

Queue: U Print: 0 C H G K F E

- Remove E from the Queue
- Print E

Visited: 0 C H G H F E U D B R

1 1 1 1 1 1 1 1 1 1

Queue: U D B R Print: 0 C H G K F E

- Add D, B, R to the Queue
- Mark D, B, R as visited

Visited: 0 C H G H F E U D B R

1 1 1 1 1 1 1 1 1 1

Queue: D B R Print: 0 C H G K F E U

- Remove U from the Queue
- Print U

Visited: 0 C H G H F E U D B R L

1 1 1 1 1 1 1 1 1 1

Queue: D B R Print: 0 C H G K F E U

- Add L to the Queue
- Mark L as visited

## Approach 2: Breadth First Traversal Using Legged Robot

Visited: 0 C H G H F E U D B **R** L

1 1 1 1 1 1 1 1 1 1 1

Queue: B **R** L Print: 0 C H G K F E U D

- Remove D from the Queue
- Print D

Visited: 0 C H G H F E U D B **R** L A I

1 1 1 1 1 1 1 1 1 1 1

Queue: B **R** L A I Print: 0 C H G K F E U D

- Add A, I to the Queue
- Mark A, I as visited

Visited: 0 C H G H F E U D B **R** L A I

1 1 1 1 1 1 1 1 1 1 1

Queue: **R** L A I Print: 0 C H G K F E U D B

- Remove B from the Queue
- Print B

Visited: 0 C H G H F E U D B **R** L A I

1 1 1 1 1 1 1 1 1 1 1

Queue: **R** L A I Print: 0 C H G K F E U D B **R**

- Remove R from the Queue
- Print R

# Approach 2: Breadth First Traversal Using Wheeled Robot

**Visited:** 0  
0  
**Queue:** (empty)  
Initialize an queue

**Visited:** 0  
1  
**Queue:** 0  
a. Add 0 to Queue  
b. Mark 0 as visited

**Visited:** 0  
1  
**Queue:** **Print:** 0  
a. Remove 0 from Queue  
b. Print 0

**Visited:** 0 C K  
1 1 1  
**Queue:** C K **Print:** 0  
a. Add C,K to Queue  
b. Mark C, K visited

**Visited:** 0 C K  
1 1 1  
**Queue:** K **Print:** 0 C  
a. Remove C from Queue  
b. Print C

**Visited:** 0 C K G  
1 1 1 1  
**Queue:** K G **Print:** 0 C  
a. Add G to the Queue  
b. Mark G as visited

**Visited:** 0 C K G  
1 1 1 1  
**Queue:** G **Print:** 0 C K  
a. Remove K from Queue  
b. Print K

**Visited:** 0 C K G  
1 1 1 1  
**Queue:** **Print:** 0 C K G  
a. Remove G from Queue  
b. Print G

**Visited:** 0 C K G D  
1 1 1 1 1  
**Queue:** D **Print:** 0 C K G  
a. Add D to the Queue  
b. Mark D visited

**Visited:** 0 C K G D  
1 1 1 1 1  
**Queue:** **Print:** 0 C K G D  
a. Remove D from Queue  
b. Print D

# Approach 2: Breadth First Traversal Using Wheeled Robot

Visited: 0 C K G D A I

1 1 1 1 1 1 1

Queue: A I    Print: 0 C K G D

- a. Add A, I to the Queue
- b. Mark A, I as visited

Visited: 0 C K G D A I

1 1 1 1 1 1 1

Queue: I    Print: 0 C K G D A

- a. Remove A from Queue
- b. Print A

Visited: 0 C K G D A I B

1 1 1 1 1 1 1 1

Queue: I B    Print: 0 C K G D A

- a. Add B to the Queue
- b. Mark B as visited

Visited: 0 C K G D A I B

1 1 1 1 1 1 1 1

Queue: B    Print: 0 C K G D A I

- a. Remove I from the Queue
- b. Print I

Visited: 0 C K G D A I B U

1 1 1 1 1 1 1 1 1

Queue: B U    Print: 0 C K G D A I

- a. Add U to the queue
- b. Mark U as visited

Visited: 0 C K G D A I B U

1 1 1 1 1 1 1 1 1

Queue: U    Print: 0 C K G D A I B

- a. Remove B from the queue
- b. Print B

Visited: 0 C K G D A I B U R

1 1 1 1 1 1 1 1 1 1

Queue: U R    Print: 0 C K G D A I B

- a. Add R to the queue
- b. Mark R as visited

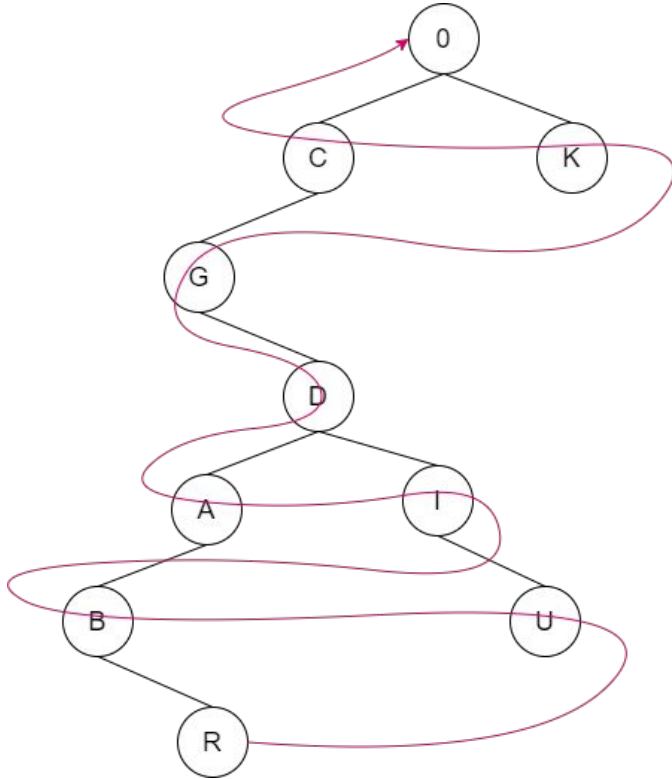
Visited: 0 C K G D A I B U R

1 1 1 1 1 1 1 1 1 1

Queue:    Print: 0 C K G D A I B U R

- a. Remove U , Print U
- b. Next Remove R and Print R

## Approach 2: Breadth First Traversal Using Wheeled Robot



- This is the part of the full tree which represents the path from source 0 to destination **R**



# Pseudo Code for BFT

- Create a queue to perform BFS traversal.
- Use a list of directions (Right: (1,0), Left: (-1,0), Up: (0,1), Down: (0,-1)) to iterate through each possible direction.
- Maintain a dictionary called visited to keep track of visited positions.
- If the queue is not empty, dequeue first position and explore all possible directions from that dequeued position.
- Move in each direction until ball hits a wall.
- If the new position after movement is the destination, return True.
- Otherwise, if the new position hasn't been visited yet, mark it as visited and enqueue it.
- If no path is found after exploring all possible paths, return False.

# Python Code Using BFT

```
from collections import deque, defaultdict
```

```
class Solution:
```

```
    def hasPath(self, maze: list[list[int]], start: list[int], destination: list[int]) -> bool:
        queue = deque()
        queue.append(tuple(start))
        dirs = [[1, 0], [-1, 0], [0, 1], [0, -1]]
        visited = defaultdict(bool)

        while queue:
            row, col = queue.popleft()
            for direction in dirs:
                new_row, new_col = row, col
                while 0 <= new_row + direction[0] < len(maze) and 0 <= new_col + direction[1] < len(maze[0]) and maze[new_row +
direction[0]][new_col + direction[1]] != 1:
                    new_row += direction[0]
                    new_col += direction[1]

                new_pos = (new_row, new_col)
                if new_pos == tuple(destination):
                    return True

                if not visited[new_pos]:
                    visited[new_pos] = True
                    queue.append(new_pos)

        return False
```

# Test Case 1

**Input:** maze = `[[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]]`, start = `[0,4]`, destination = `[4,4]`

**Output:** true

**Explanation:** One possible way is : left -> down -> left -> down -> right -> down -> right.

```
27 sol = Solution()
28 output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
29 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
30 #output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
31 print(f"Will the ball reach the destination (BFS) ?", output)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

▼ TERMINAL

```
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project"
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490_Maze_BFT.py"
Will the ball reach the destination (BFS) ? True
PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>
```

# Test Case 2

**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [3,2]

**Output:** false

**Explanation:** There is no way for the ball to stop at the destination. Notice that you can pass through the destination but you cannot stop there.

```
27 sol = Solution()
28 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
29 output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
30 #output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
31 print(f"Will the ball reach the destination (BFS) ?", output)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL ^ X

✓ TERMINAL

- PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project"
- PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490\_Maze\_BFT.py"

Will the ball reach the destination (BFS) ? False

PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>

# Test Case 3

**Input:** maze = `[[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]]`, start = `[4,3]`, destination = `[0,1]`

**Output:** false

```
26
27 sol = Solution()
28 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[4,4])
29 #output = sol.hasPath([[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]],[0,4],[3,2])
30 output = sol.hasPath([[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]],[4,3],[0,1])
31 print(f"Will the ball reach the destination (BFS) ?", output)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

▼ TERMINAL

```
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> cd "c:/Users/kavis/OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project"
● PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project> & C:/Users/kavis/AppData/Local/Microsoft/WindowsApps/python3.12.exe "c:/Users/kavis/OneDrive/Documents/Trimester 2 Jan 24 - April 24/Practical Applications of Algorithms/Project/490_Maze_BFT.py"
Will the ball reach the destination (BFS) ? False
PS C:\Users\kavis\OneDrive\Documents\Trimester 2 Jan 24 - April 24\Practical Applications of Algorithms\Project>
```

## Next steps...

- If the maze is very large, **DFS** is indeed preferred over BFS. Based on the size of the maze, either of the algorithms will be preferred.
- If the problem is modified to find the shortest path, only **BFS** gives the right answer.
- Other algorithms like A\* and Dijkstra can be explored.

# Summary

- Both **BFS** and DFS have same big O time complexity ( $O(N*M)$ ) (N, M are rows and columns in the maze)
- **BFS** will generally use **more memory** since it keeps track of all the paths from the visited nodes, while DFS keeps track of only one path at a time.
- **BFS** will give the **shortest path** while DFS gives a path (not necessarily shortest one).

# References

- [Difference between BFS and DFS - GeeksforGeeks](#)
- [Wheels Are Better Than Feet for Legged Robots - IEEE Spectrum](#)
- [Leet Code 490. The Maze — Explained Python3 Solution | by Edward Zhou | Tech Life & Fun | Medium](#)
-