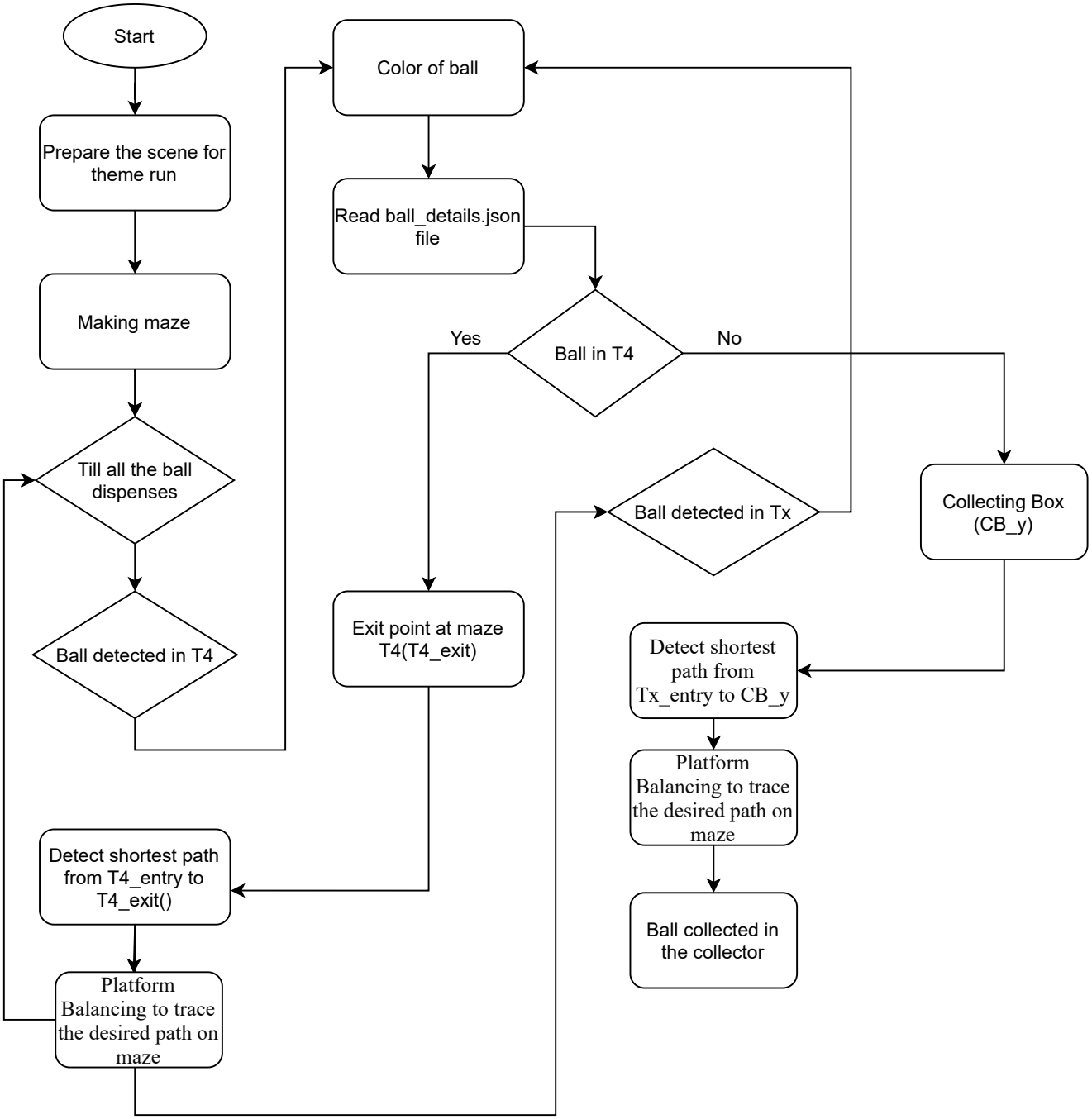

Functions used in ::
Making maze: receiveData(),generateHorizontalWalls(), generateVerticalWalls(),deleteWalls(),createMaze(),deleteExit(number)-"delete walls based on table number"
Ball Detection in T4: scan_image(),get_vision_sensor_image(),transform_vision_sensor_image (),applyPerspectiveTransform (transformed_image)
Detect shortest path between T4_entry to T4_exit: applyPerspectiveTransform(),detectMaze(), read_start_end_coordinates(),find_path()
Platform balancing:control_logic(center_x,center_y),change_setpoint()
Ball detected in Tx:decideExitPoint(ballDetails,tableNumber)
Detect shortest path between Tx_entry to CB_y: applyPerspectiveTransform(),detectMaze(), read_start_end_coordinates(),find_path()