

40. Project: "490. The Maze" - [LC](#) - Breadth-First Traversal

- [490. The Maze](#) - (local copy) - Medium
 - Two of the solutions of [490. The Maze](#) - (local copy)
 - [Depth-First Traversal](#) - does not find the [Shortest Path](#)
 - [Breadth-First Traversal](#) - find the [Shortest Path](#)
 - Process
 - Step 1: Complete [Project : "490. The Maze" - LC - Depth-First Traversal](#)
 - Step 2: Redo the project using [Breadth-First Traversal](#)
 - Step 2.1: Manual process to demonstrate concepts using [Breadth-First Traversal](#) to solve this [problem](#)
 - Step 2.2: Reimplement a Python solution using the algorithm [Breadth-First Traversal](#)
 - To prove that you can convert a concept into a program ([Sample code](#)) and test the program based on all the [test cases](#) provided by LeetCode [490. The Maze](#) - (local copy)
 - Please study the programs. Since the program is provided, there is not much you can do if you decide not to study the programs.
 - Step 2.3: [Update your portfolio about the Maze project](#)
 - You can create a separate slides for this project or enhance the Google Slides created from [Project : "490. The Maze" - LC - Depth-First Traversal](#).
 - Please use this structure to describe the project

Algorithm
Breadth First Search
Maze

- Step 2.4: Submit the URL of your GitHub webpage as the homework answer.

◦ References

- [Subject: Depth-First Search](#) - more similar questions
- [490. The Maze](#), medium, BFT and DFT - [LC](#)
- [Leet Code 490. The Maze — Explained Python3 Solution](#)
- [LeetCode 490. The Maze](#) - Youtube
- [490 The Maze](#) - Java solution

Step 1: 490. The Maze (DFS)

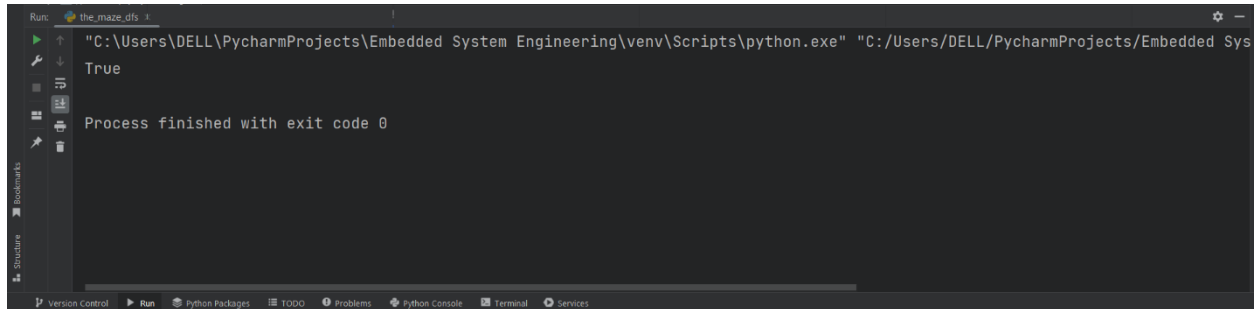
```
class Solution:
    def hasPath(self, maze, start, destination):
        m, n, stopped = len(maze), len(maze[0]), set()

        def dfs(x, y):
            if (x, y) in stopped:
                return False
            stopped.add((x, y))
            if [x, y] == destination:
                return True
            for i, j in (-1, 0), (1, 0), (0, -1), (0, 1):
                newX, newY = x, y
                while 0 <= newX + i < m and 0 <= newY + j < n and maze[newX + i][newY + j] != 1:
                    newX += i
                    newY += j
                if dfs(newX, newY):
                    return True
            return False

        return dfs(*start)

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]
obj = Solution()
print(obj.hasPath(maze, start, destination))
```

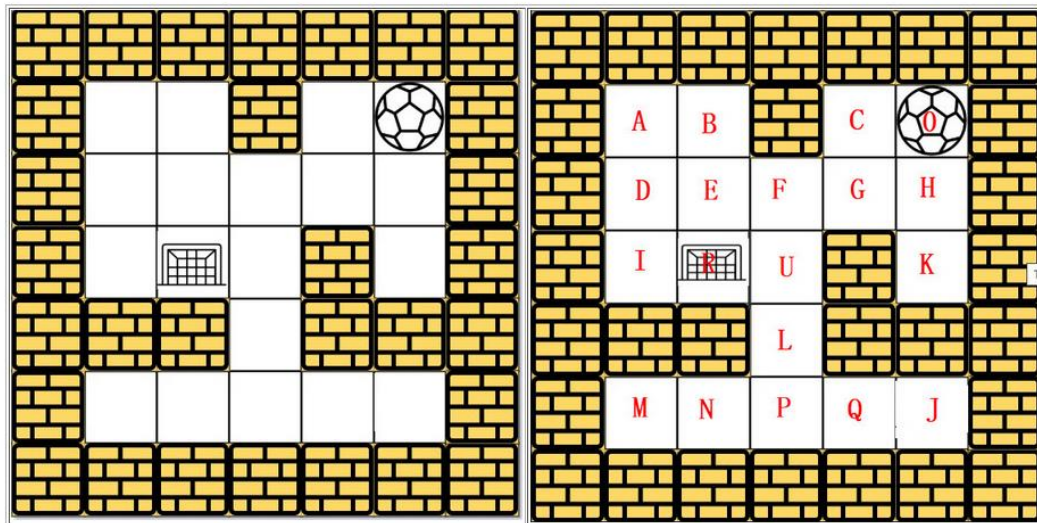


Step 2: Depth-First Traversal

Step 2.1: Manual Process to Demonstrate Concepts Using BFS

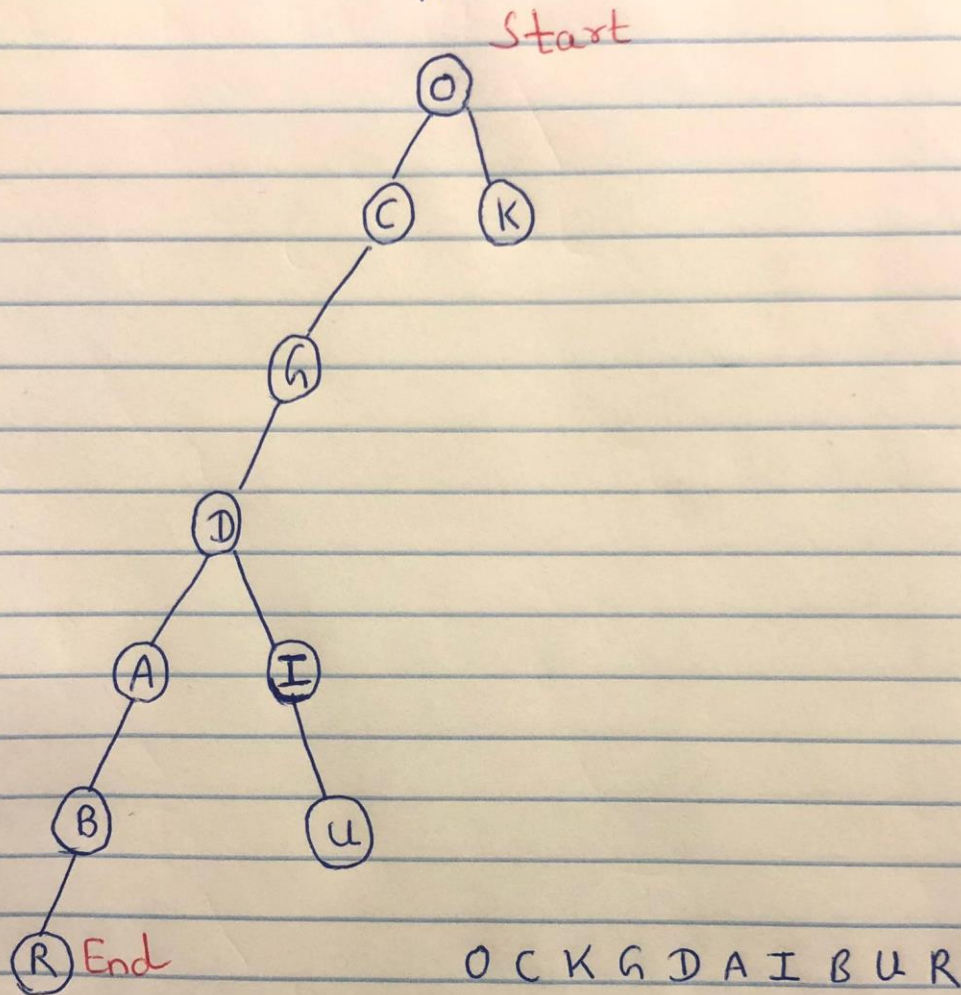
30. Maze: Breadth-First Traversal

- Using [Breadth First Traversal \(BFT\)](#) to solve this problem



- References
 - Using [Approach 5: Wheeled robots move in a Hotel: BFS](#)

Wheeled Robot Approach (BFS)



We are going to use the wheeled robot approach for this problem which means the ball can go through the empty spaces by rolling right, left, up, down, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

The following diagram contains the steps to get to the destination.

| | | |
|--|--|---|
| Visited: 0 0 Queue: | Visited: 0 C K G 1 1 1 1 Queue: G 1. Remove K from the queue 2. Print: 0 C K | Visited: 0 C K G D A I B 1 1 1 1 1 1 1 1 Queue: B 1. Remove I from the queue 2. Print: 0 C K G D A I |
| Visited: 0 1 Queue: 0 1. Add 0 to the queue 2. Mark 0 as visited | Visited: 0 C K G 1 1 1 1 Queue: 1. Remove G from the queue 2. Print 0 C K G | Visited: 0 C K G D A I B U 1 1 1 1 1 1 1 1 1 Queue: B U 1. Add U to the queue 2. Mark U as visited |
| Visited: 0 1 Queue: 1. Remove 0 from the queue 2. Print 0 | Visited: 0 C K G D 1 1 1 1 1 Queue: D 1. Add D to the queue 2. Mark D as visited | Visited: 0 C K G D A I B U 1 1 1 1 1 1 1 1 1 Queue: U 1. Remove B from the queue 2. Print 0 C K G D A I B |
| Visited: 0 C K 1 1 1 Queue: C K 1. Add C and K to the queue 2. Mark C and K as visited | Visited: 0 C K G D 1 1 1 1 1 Queue: 1. Remove D from the queue 2. Print: 0 C K G D | Visited: 0 C K G D A I B U 1 1 1 1 1 1 1 1 1 Queue: 1. Remove U from the queue 2. Print 0 C K G D A I B U |
| Visited: 0 C K 1 1 1 Queue: K 1. Remove C from the queue 2. Print 0 C | Visited: 0 C K G D A I 1 1 1 1 1 1 1 1 Queue: A I 1. Add A, I to the queue 2. Mark A, I as visited | Visited: 0 C K G D A I B U R 1 1 1 1 1 1 1 1 1 1 Queue: R 1. Add R to the queue 2. Mark R as visited |
| Visited: 0 C K G 1 1 1 1 Queue: K G 1. Add G to the queue 2. Mark G as visited | Visited: 0 C K G D A I 1 1 1 1 1 1 1 1 Queue: I 1. Remove A from the queue 2. Print: 0 C K G D A | |
| | Visited: 0 C K G D A I B 1 1 1 1 1 1 1 1 1 Queue: I B 1. Add B to the queue 2. Mark B as visited | |

0 C K G D A I B U R

Step 2.2: 490. The Maze (BFS)

```
class Solution:
    def hasPath(self, maze, start, destination):

        Q = [start]
        n = len(maze)
        m = len(maze[0])
        dirs = ((0, 1), (0, -1), (1, 0), (-1, 0))

        while Q:
            i, j = Q.pop(0)
            maze[i][j] = 2
```

```

        if i == destination[0] and j ==
destination[1]:
            return True

        for x, y in dirs:
            row = i + x
            col = j + y
            while 0 <= row < n and 0 <= col < m and
maze[row][col] != 1:
                row += x
                col += y
            row -= x
            col -= y
            if maze[row][col] == 0:
                Q.append([row, col])

        return False

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]
obj = Solution()
print(obj.hasPath(maze, start, destination))

```

