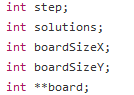
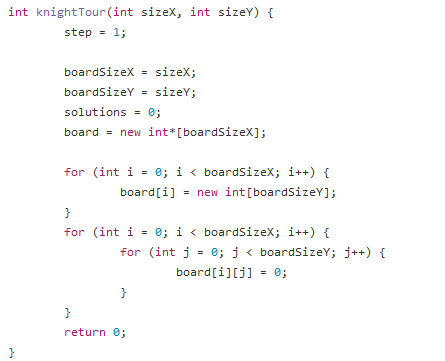
The Knight’s Tour

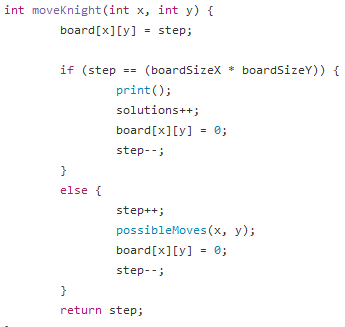
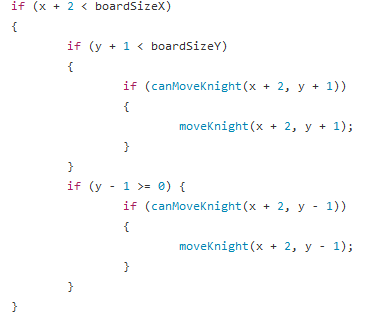
By Kevin de Leeuw,

500712026

**The code**

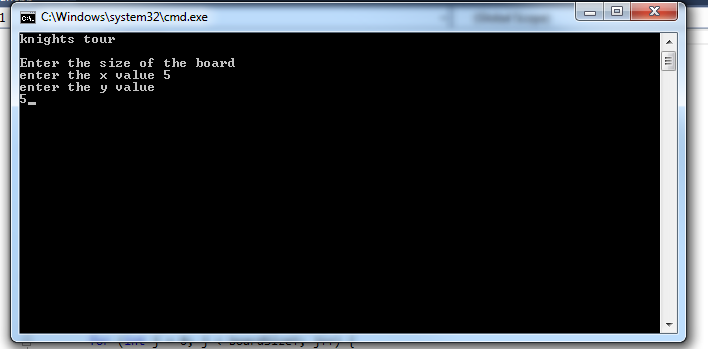
In order to make the board any size I want , I declared a pointer to a multidemensional array and let the user fill in the sizeX and sizeY variable to create a board accordingly.

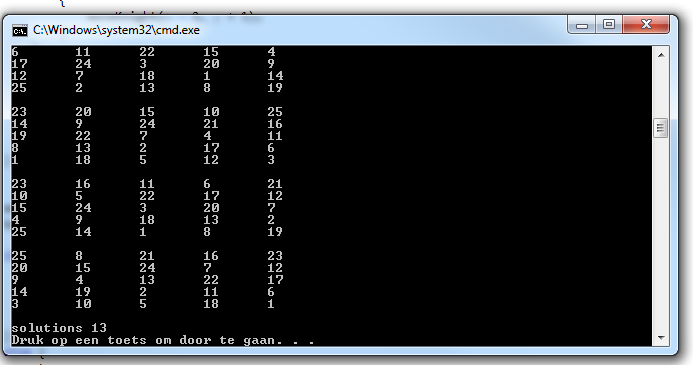
The knights decision to make the next step is done with a simple , but sloppy use of nested if statements. There are a total of 8 tiles a knight can land on. In order to determine where the knight can move I first check the options do not fall outside of the board. Next I check if the Knight can move there. By checking if the value of that “tile” is 0, if that is true it will continue until all tiles are filled after which the solution is shown to the user.



**The Display**

At first you are asked to fill in the size of the board, after which it display the result. Because i am using the fairly simple brute force approach the algorithm takes time to display all the results, causing for it to take a while to display the solutions.

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**Result**

For this assignment I feel like I’ve met all of the requirements and also one exemplar. However I feel like my code could have been cleaner, especially on the movement part. Causing it to be a very slow algorithm. Based on the requirements for this assignment as well as the exemplar I believe a grade around **6.5 - 7** would suffice.