

# LEVEL 4



**Queen Bee:**  
The wasp is clever. It can  
navigate around barriers.



**Your task:**  
Figure out if the wasp  
can escape.



- The wasp can move to any neighboring empty cell.
- The wasp can do as many steps as it wants.

**Figure out if the wasp has at least one path to escape.**



	Input	The input is the same as in the previous level.	Output
Format	N honeycomb (repeated N times)		freeOrTrapped (repeated N times)
Types	N (int): the number of honeycombs in the file honeycomb (StringList): paragraph of characters representing a honeycomb		freeOrTrapped (String): “FREE” if the wasp can escape, “TRAPPED” if it cannot.
Example	3  0-X-X-0-X- -0-0-0-X-0 X-0-W-0-0- -0-X-X-X-X 0-X-X-0-0-  X-0-0-0-X- -0-X-X-X-X 0-0-0-0-X- -X-W-0-0-X 0-X-X-0-X-  X-X-X-X-0- -X-W-X-0-X 0-X-0-X-X- -0-X-X-X-X 0-0-0-0-X-		FREE FREE TRAPPED





# Wasp in the Honeycomb

Wasp:  
Good luck coders!

CLOUDEFIGHT  
CODING  
CONTEST

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