Alex Liu

Jonathan Su

CS 146

Project 3 Report

In this project, we generated a random maze and found the shortest path through two ways: depth first search and breadth first search. We found that the timing for BFS was faster than DFS. BFS visits less nodes than DFS.

Timings for DFS and BFS:

|  |  |  |
| --- | --- | --- |
|  | DFS | BFS |
| Size 4 | 1ms | 1ms |
| Size 10 | 10ms | 6ms |