3
3
0 X X
O ∪ X
X O O

value

T	F	F
T	T	F
F	T	T

map (node id)

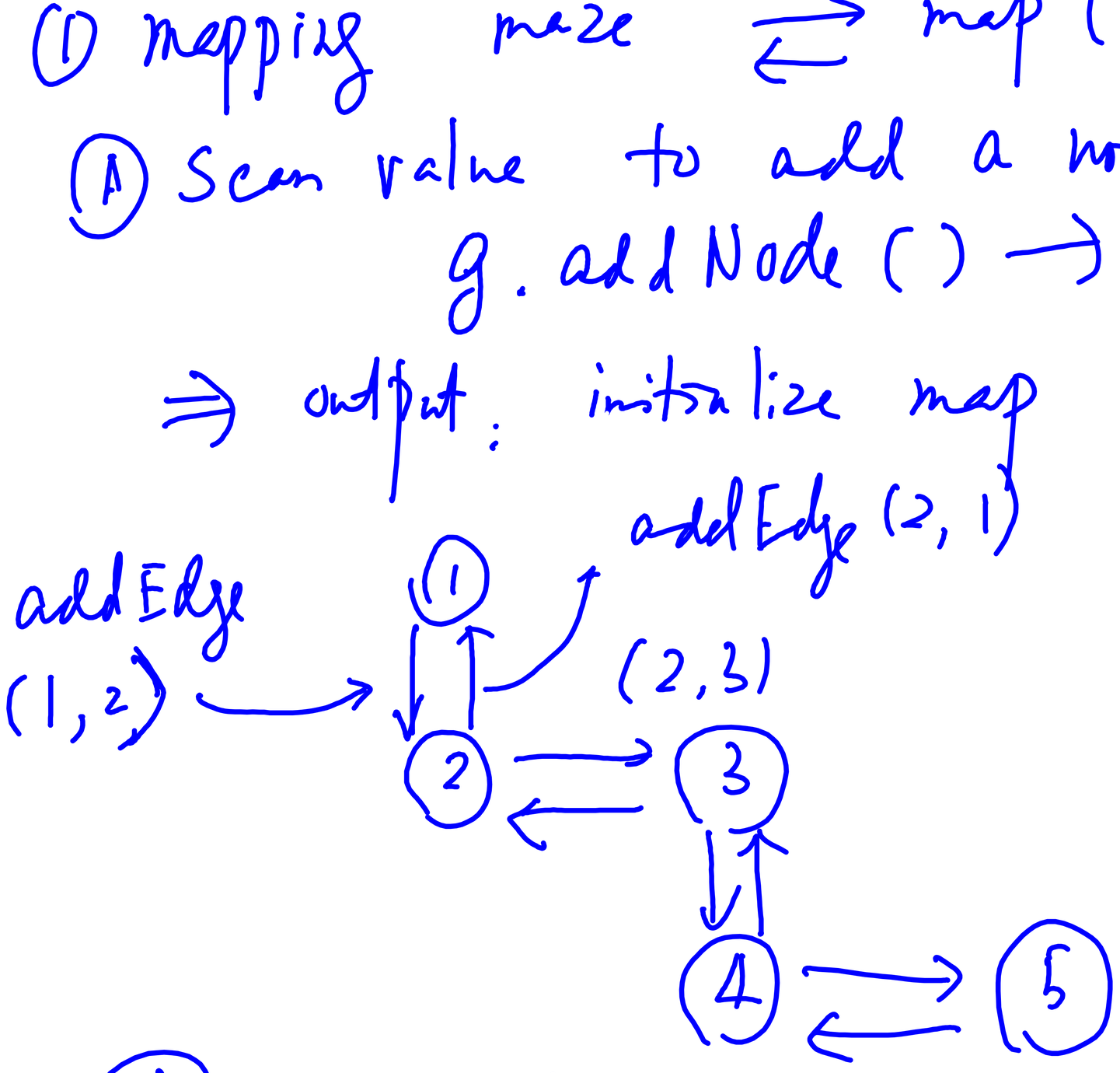
1	-1	-1
2	3	-1
-1	4	5

① mapping maze ⇄ map (graph)

Ⓐ Scan value to add a node for each "T" cell.

g.addNode() → node id

⇒ output: initialize map



Ⓑ Scan value to add an edge for each legal move.

- findNonRecursive (&g, destid)
  - * condition: queue/stack empty or .V == dest.
- findRecursive (&g, sourceid, destid)

two base cases: { decided V
{ source == dest (exit)