

pacsim

Class BFSPath

java.lang.Object
pacsim.BFSPath

```
public class BFSPath  
extends java.lang.Object
```

Constructor Summary

Constructors

Constructor and Description

BFSPath(**PacCell**[][] grid, java.awt.Point start, java.awt.Point goal)
Instantiate a breadth-first-search path object

Method Summary

All Methods

Static Methods

Instance Methods

Concrete Methods

Modifier and Type

Method and Description

java.util.List<java.awt.Point>

getPath()
Get all the points in the path

static java.util.List<java.awt.Point>

getPath(**PacCell**[][] grid,
java.awt.Point start,
java.awt.Point goal)
Find a breadth-first-search path between two points

java.lang.String

showPath()
Generate a string showing the path

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString,

```
wait, wait, wait
```

Constructor Detail

BFSPath

```
public BFSPath(PacCell[][] grid,  
               java.awt.Point start,  
               java.awt.Point goal)
```

Instantiate a breadth-first-search path object

Parameters:

grid - - the input maze

start - - the starting location for the path

goal - - the target location for the path

Method Detail

getPath

```
public static java.util.List<java.awt.Point> getPath(PacCell[][] grid,  
                                                       java.awt.Point start,  
                                                       java.awt.Point goal)
```

Find a breadth-first-search path between two points

Parameters:

grid - - the input maze

start - - the starting location for the path

goal - - the target location for the path

Returns:

- the list of points in the path, not including the starting point

getPath

```
public java.util.List<java.awt.Point> getPath()
```

Get all the points in the path

Returns:

a list of points in the path, not including the starting point

showPath

```
public java.lang.String showPath()
```

Generate a string showing the path

Returns:

a formatted string showing the points in the path