Lab 4

Start Assignment

Due Feb 28 by 11:59pm **Points** 30 **Submitting** a file upload

Lab4.docx

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Lab 4: 30 pts

The main new components in this lab are discussed in Chapter 3's section on singly linked lists and were reviewed in class.

IMPORTANT: This lab builds on Lab 3, so if you didn't do it, then complete Lab 3 as a part of this lab, but see next comment on GRADING to understand how that works.

GRADING: I won't be deducting points if you didn't do parts of the Lab 3 piece correctly.
I will only be grading your implementation of the Linked List and how you use it and the player move count

1. **SUMMARY**

   a. Add to Lab 3 by tracking the player's moves in a linked list. Then, before printing out the maze at the end, cycle through all the nodes of the linked list and change the cell value of each grid spot where the user has been to a number like 8 or 5 or 3 or any integer other than 0 or 1. This way the grid print out at the end will show the player's path.

   b. Secondly, track the number of moves the player makes and print that out at the end as well.

   c. This lab will involve the following new features:
      i. Singly Linked List

2. **DETAILS**

   a. There won't be as much detail on the singly linked list since we went over an implementation in class

   b. Classes and Adjustments to Lab 3.

      i. **Node** - This is a new class that needs to be added to Lab 3.
         1. Instance variables:
            a. xPosition - int type.
            b. yPosition - int type.