

```
typedef struct s_map
{
```

```
    char    full;
```

```
    char    empty;
```

```
    char    obstacle;
```

```
    int     line_nbr;
```

```
    int     line_size;
```

```
    char    **tab;
```

```
} t_map;
```

```
typedef struct s_square
```

```
{
```

```
    int     pos_x;
```

```
    int     pos_y;
```

```
    int     size;
```

```
} t_square;
```

biggest square
pos_x = 5
pos_y = 0
size = 7

tab[0]

tab[1]

tab[2]

tab[3]

tab[4]

tab[5]

tab[6]

tab[7]

tab[8]

```

. . . . . 9 . 0 x
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .
. . . . . 0 . . . . .

```

Example: 27 x 9

```

square = init_square(0, 0, -1);
y = 0;
while (y < map->line_nbr - square.size)
{
    x = 0;
    while (x < map->line_size - square.size)
    {
        tmp = calc_size_square(y, x, *map, 0);
        if (tmp > square.size)
            square = init_square(y, x, tmp);
        x++;
    }
    y++;
}

```