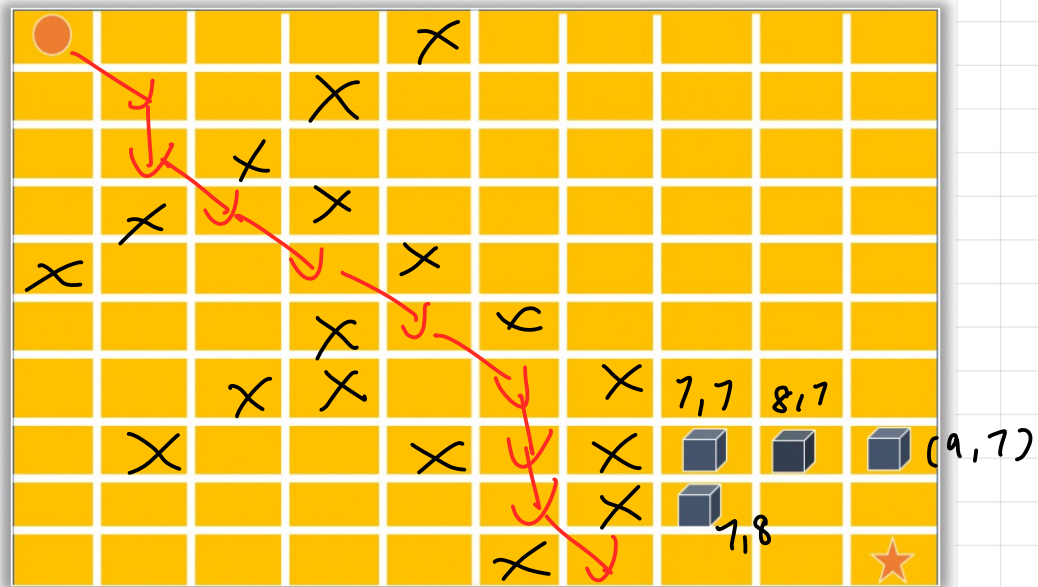


IEVK work sample :

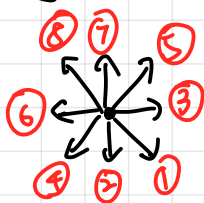


first thoughts : starting (0,0)  
 ↓  
right diagonal  
 dia  
 ↓  
 down  
 ↓  
 right

need an extra condition  
 otherwise might get trapped ?

↑ ↓  
 x x x can only walk a block once !

my algorithm  
 next step testing sequence



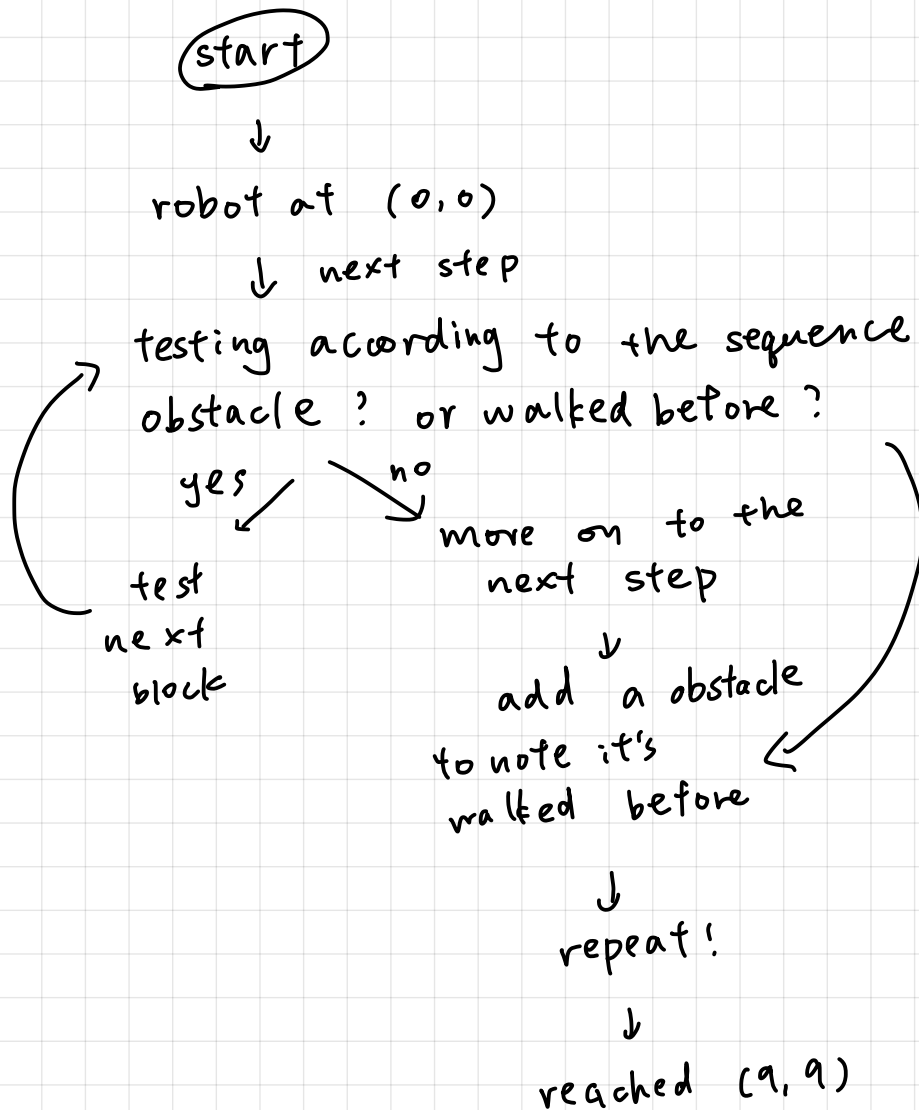
→ +  
 ↓  
 +

can't walk on a block twice !

in terms of  $(x, y) \rightarrow$  starts  $(0, 0)$

sequence :

- |                |                |
|----------------|----------------|
| ① $(x+1, y+1)$ | ⑤ $(x+1, y-1)$ |
| ② $(x, y+1)$   | ⑥ $(x-1, y)$   |
| ③ $(x+1, y)$   | ⑦ $(x, y-1)$   |
| ④ $(x-1, y+1)$ | ⑧ $(x-1, y-1)$ |



Testing : phase 1

	Wall	0	1	2	3	4	5	6	7	8	9	Wall
Wall	--	--	--	--	--	--	--	--	--	--	--	--
0		x	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
1		0.0	x	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
2		0.0	0.0	x	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
3		0.0	0.0	0.0	x	0.0	0.0	0.0	0.0	0.0	0.0	
4		0.0	0.0	0.0	0.0	x	0.0	0.0	0.0	0.0	0.0	
5		0.0	0.0	0.0	0.0	0.0	x	0.0	0.0	0.0	0.0	
6		0.0	0.0	0.0	0.0	0.0	0.0	x	0.0	0.0	0.0	
7		0.0	0.0	0.0	0.0	0.0	0.0	x	1	1	1	
8		0.0	0.0	0.0	0.0	0.0	0.0	x	1	0.0	0.0	
9		0.0	0.0	0.0	0.0	0.0	0.0	0.0	x	x	*	
Wall	--	--	--	--	--	--	--	--	--	--	--	--

[[0, 0], [1, 1], [2, 2], [3, 3], [4, 4], [5, 5], [6, 6], [6, 7], [6, 8], [7, 9], [8, 9], [9, 9]]

x → path

0 → empty block

1 → obstacle

\* → delivery point