**An Oh-So-Brief Assignment 3 Maze Guide**

**THINGS YOU PROBABLY SHOULD KNOW BEFORE TACKLING THE CODE FOR THE MAZE**

1. **Turning Right**: The maze is using **RobotSE**, and not the **Robot** class. This means that “legitimate” versions of **turnRight()** and **turnAround()** are built in by default. Instead of *turn left* three times to go right, the **RobotSE** object will be able to simply *turn right* when that method is invoked.
2. **Instance Variables** – You’re going to want to have a running tally of all the number of moves and various directions the robot goes, so you will want to declare several private int ‘instance variables’ inside the class but outside the methods as placeholders for this data. From there you will be able to call and use this data from multiple methods (services).
3. **The if, if-else, and while Statements** – Figuring out the logic of how and when to loop is going to be very important in solving the code for the Maze, as well as nesting these loops
4. **Logical Operators** – At some point you will probably make use of logical operators in your Maze code.
5. Pay very close attention to the **comments** throughout the **Maze.java** file. These should point you in the direction you need to go when considering the construction of the various methods.
6. Think in terms of the **methods** being “modules.” Each method has a specific task to do, no more and no less. Some methods may exist, only to return an integer back to the instance variables; some may only act as counters, another as a reset button.

**OPTIONAL: THINGS YOU MIGHT WANT TO KNOW BEFORE TACKLING THE CODE FOR THE MAZE, ALTHOUGH THESE ARE *NOT* REQUIRED TO ACTUALLY SOLVE THE MAZE**

* The **for** statement
* The **do-while** loop
* The **switch**