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WRITEUP.pdf for asgn3

a. The total number of paths it takes to reach the end can be somewhat easy to figure out as a human. Merely draw it out as arrows. However, as the paths get longer and more complex, it becomes harder and harder for humans to remember them all. Computers, on the other hand, can remember these all pretty simply and, thusly, are preferable to humans. They can also do the calculations more quickly. The number of paths also increases incredibly quickly as junctions are added, usually increasing by 2 x if the new junction is in line with the old path.
b. This problem wasn't an inherently hard problem logically. The challenge mainly rose from how to put the logic that was easy for humans to use into the computer. I had pseudocode for how to complete the problem within the day of seeing the assignment, I just needed to figure out how to put it in in such a way that no parts would interfere with each other.