**CODE:**

#include<stdio.h>

#include<conio.h>

void main()

{

char a[10][10],orient='N',comn[100];

int m,n,x,y,i,j;

clrscr();

printf("enter rows and columns");

scanf("%d%d",&m,&n);

printf("Enter the maze pattern\n");

for(i=1;i<=m;i++)

scanf(" %[^\n]s",a[i]);

printf("enter robo position");

scanf("%d %d",&x,&y);

a[x][--y]='R';

printf("\nEnter the command:");

scanf(" %[^\n]s",comn);

for(i=0;comn[i]!='\0';i++)

{

if(comn[i]=='R' && orient=='N')

orient='E';

else if(comn[i]=='R' && orient=='E')

orient='S';

else if (comn[i]=='R' && orient =='S')

orient='W';

else if(comn[i]=='R' && orient=='W')

orient='N';

if(comn[i]=='L' && orient=='N')

orient='W';

else if(comn[i]=='L' && orient=='E')

orient='N';

else if (comn[i]=='L' && orient =='S')

orient='E';

else if(comn[i]=='L' && orient=='W')

orient='S';

if (orient=='N' && comn[i]=='F' && a[x-1][y]!='X')

{

x=x-1;

a[x][y]='R';

}

else if (orient=='E' && comn[i]=='F' && a[x][y+1]!='X')

{

y=y+1;

a[x][y]='R';

}

else if (orient=='S' && comn[i]=='F' && a[x+1][y]!='X')

{

x=x+1;

a[x][y]='R';

}

else if (orient=='W' && comn[i]=='F' && a[x][y-1]!='X')

{

y=y-1;

a[x][y]='R';

}

//Add code here

else if(comn[i]=='Q')

break;

}//for loop closes here

printf("%d %d %c\n",x,++y,orient);

for(i=1;i<=m;i++)

{

for(j=0;j<n;j++)

printf("%c",a[i][j]);

printf("\n");

}

}