

Maze Solver (HW 1)

bool move(x,y):

1. mark spot (x,y)

2. If end Zone Reached (3,3):

a. Return True

3. If you can move right:

a. if move (x+1,y) == True

i. return True

4. If you can move down:

a. if move (x,y+1) == true;

i. return True

5. If you can move left:

a. if move (x-1,y) == true

i. return True

b. If you can move up:

a. if move (x,y-1) == true

i. Return True

7. Clear spot

8. return false

