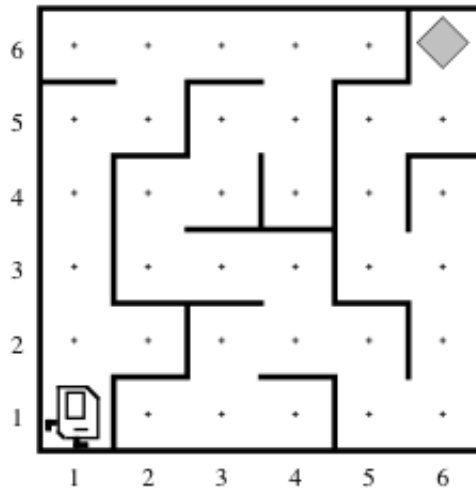


# Maze Solving

You wanted to teach Karel to escape from a maze. In Karel's world, a maze might look like this:



The exit to the maze is marked by a beeper, so that Karel's job is to navigate the corridors of the maze until it finds the beeper indicating the exit. The program, however, must be general enough to solve any maze, and not just the one pictured here.

You can use a simple strategy called the **right-hand rule**, in which you begin by putting your right hand on the adjacent wall and then go through the maze without ever taking your hand off the wall. Another way to express this strategy is to proceed through the maze one step at a time, always taking the rightmost available path.