Karishma Reddy Khan

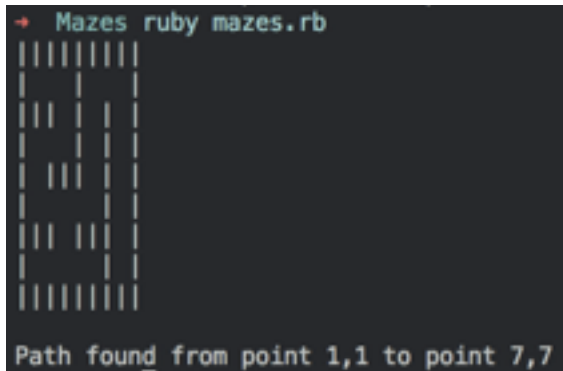**Mazes Result Demonstration File**

Loading and Displaying Maze:

myMaze = Maze.new(9,9)
maze_string =
"111111111100010001111010101100010101101110101100000101111011101100000101111111111
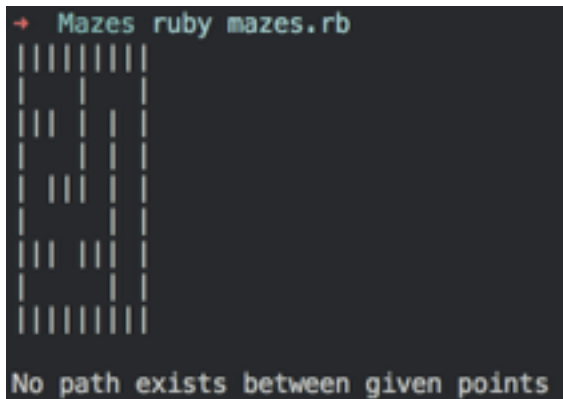1"
myMaze.load(maze_string)
myMaze.displayMaze

Solving Maze:

myMaze.solve(1,1,7,7)

myMaze.solve(0,0,7,7)

Tracing Maze:

myMaze.trace(1,1,7,7)

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→  Mazes ruby mazes.rb
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Path found from point 1,1 to point 7,7
[1, 1] -> [1, 2] -> [1, 3] -> [2, 3] -> [3, 3] -> [3, 2] -> [3, 1] -> [4, 1] -> [5
, 1] -> [5, 2] -> [5, 3] -> [6, 3] -> [5, 4] -> [7, 3] -> [5, 5] -> [7, 4] -> [7,
2] -> [4, 5] -> [7, 5] -> [7, 1] -> [3, 5] -> [2, 5] -> [1, 5] -> [1, 6] -> [1, 7]
 -> [2, 7] -> [3, 7] -> [4, 7] -> [5, 7] -> [6, 7] -> [7, 7] -> exit
```

Redesigning the Maze:

myMaze = Maze.new(9,9)
maze_string =
"1111111110001000111101010110001010110111010110000010111101110110000010111111111
1"
myMaze.load(maze_string)
myMaze.displayMaze
myMaze.redesign()
myMaze.displayMaze

```
→  Mazes ruby mazes.rb
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