//BuildPath

Create integers variable j and i

While the program has not reach the end of the puzzle

Current array location = “x”

If current array location is divisible by 2 and there is no “x” on the next

J = j - 1

If current array location is divisible by 5 and there is no “x” on the next

J = j + 1

If current array location is divisable by 3 and there is no “x” on the next

i = i -1

else

i = i + 1

//PrintPath

For i < length of columns

For j < length of rows

Print “|⎻” + current location of the maze

Print “|”

END