1. A.

```
bool pathway[8] = {[0]= 1, [2] = 1}; //using designated initializer};

bool pathway[8] = {1,0,1}; //without using designated initializer};
```

2. My solution in this problem is not the shortest nor the most optimized route. I applied what I learned from the examples and the PowerPoint presentation. I used a macro to set the size of the matrix into 8 since there are 8 stations, I did not include station I since it's not included in the matrix example. Then I declare the stations as variables with C and D highlighted because they are charging stations. Then using designated initializer method, I initialize the elements of the array which have a value of 1 or meaning they have a pathway.

Next, I printed the letters above the matrix.

```
int letter = 0;
while (letter < 8){    //this prints the letters above the matrix
    printf("%10s", stations[letter]);
    letter++;
}
printf("\n");</pre>
```

Then I divided printing the matrix into three parts. If I used only 1 set of loop the matrix will be messed up and will not align. The while loop loops through each row while the forloop loops through each column.

Then I used the illustration from the instruction to determine what is the nearest charging station if a point is given. Points A to B, F, & H have C as their charging station, while point G have D as its charging station. Points C and D is a charging station themselves.

```
/*prints the nearest charging station*/
printf("Which point are you located? 0 - A, 1 - B, 2 - C, 3 - D, 4 - E, 5 - F, 6 - G, 7 - H\n");
scanf("%d", &point);

if (point < 2 || point == 5 || point == 7){
    printf("At point: %s\n", stations[point]);
    printf("point: C arrived to charging station");
}
else if (point == 2){
    printf("point: C is a charging station");
}
else if (point == 3){
    printf("point: D is a charging station");
}
else{
    printf("At point: %s\n", stations[point]);
    printf("point: D arrived to charging station");
}
return 0;
}</pre>
```

Github Link: https://github.com/marj12/CMSC21/tree/main/Lecture6-7/Assignments