EECE.2160: ECE Application Programming

Programming Assignment #4: The “Drunken Sailor” Problem

Figures

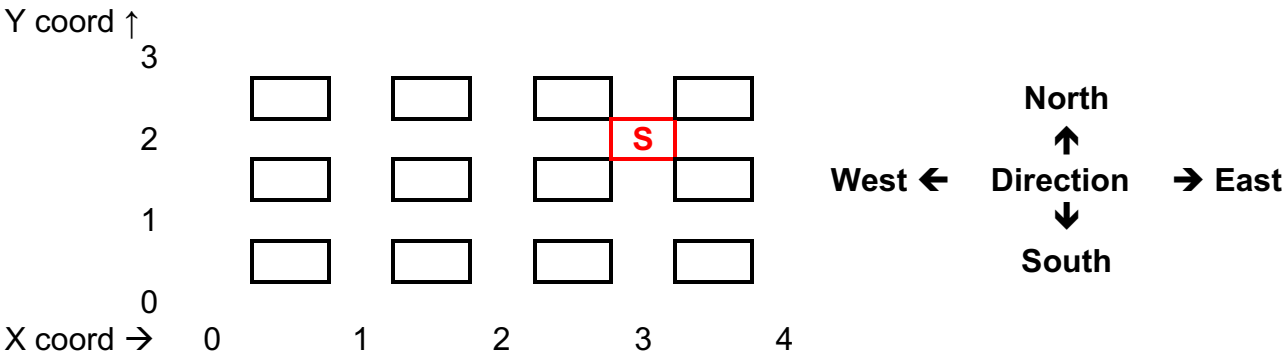

Figure 1: A 4 x 3 city (M = # X blocks = 4, Y = # Y blocks = 3), with the sailor at position (3, 2). The sailor can be at any (X,Y) position where $0 \le X \le M$ and $0 \le Y \le N$. The sailor must start inside the border, with the border defined as any position where X == 0, Y == 0, X == M, or Y == N.

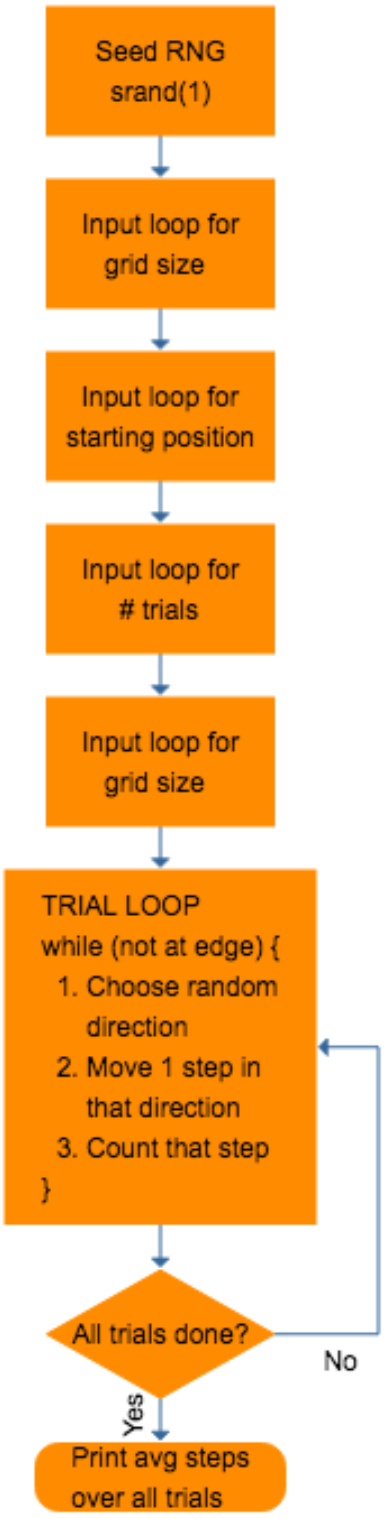

Figure 2: General program flowchart discussed in class. Note that the "trial loop" is a while or do-while loop that runs until the sailor reaches the edge, and, as shown by the decision block near the bottom of the flowchart, that "trial loop" should be inside a for loop that iterates over the total number of trials.