

34. Project : "490. The Maze" - LC - Depth-First Traversal

- [490. The Maze](#) - (local copy) - Medium
 - Process
 - Step 1: Manual process to demonstrate concepts

Robot	Clear Route (Street, Highway)	Unclear Route (Hotel, Hospital)
Without Wheel (Legged Robot)	Step 1.1: Tree <ul style="list-style-type: none"> ◦ Following the examples shown on Depth-First Traversal to manually solve the problem <ul style="list-style-type: none"> ▪ Maze example 	
With Wheel (Self-driving Car)		Step 1.2: Matrix <ul style="list-style-type: none"> ◦ Following the examples shown on Depth-First Traversal to manually solve the problem <ul style="list-style-type: none"> ▪ Maze example -- assuming the ball can go through the empty spaces by rolling.

- Step 2: Implement a Python solution using the algorithm [Depth-First Traversal](#) and test the Python code
 - To prove that you can convert a concept into a program ([Sample code](#)) and test the program based on all the [test cases](#) provided by LeetCode [490. The Maze](#) - (local copy)
 - Please study the programs. Since the program is provided, there is not much you can do if you decide not to study the programs.
- Step 3: [Update your portfolio about the Maze project](#)
 - Please use this structure to describe the project

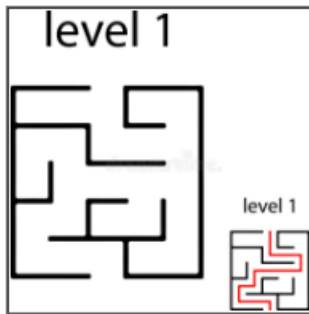
Algorithm
Depth First Search
Maze

- Step 4: Submit the URL of your GitHub webpage as the homework answer.
- References
 - [Subject: Depth-First Search](#) - more similar questions
 - [Maze](#)
 - [490. The Maze](#), medium, BFS and DFT - LC
 - [Leet Code 490. The Maze — Explained Python3 Solution](#)
 - [LeetCode 490. The Maze](#) - Youtube
 - [490. The Maze](#) - Java solution

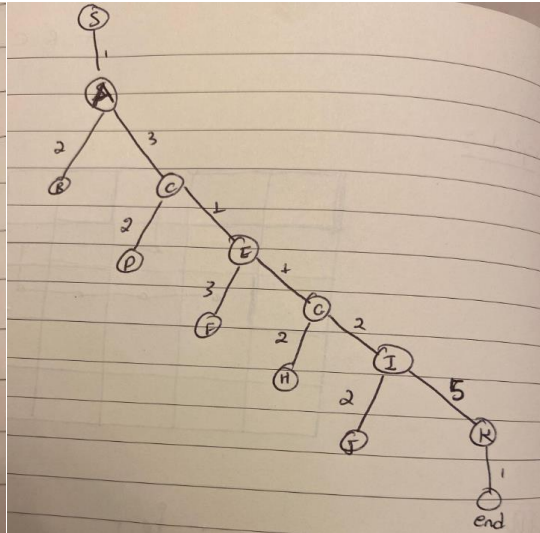
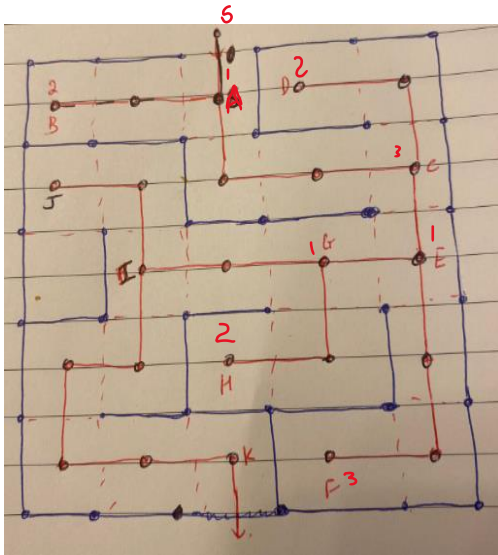
ANS:

1. Step 1.1

35. Conduct Depth First Traversal (DFT) on a maze - Level 1 Maze



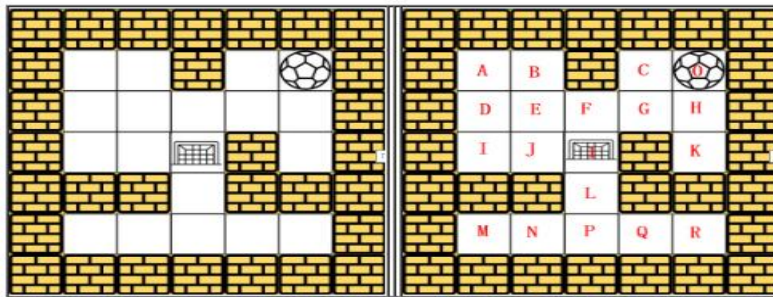
- References
 - [Maze](#)
 - [Depth First Traversal \(DFT\)](#)



step 1.2.

39. Depth-First Traversal for matrix maze

- Please refer the concepts shown on [Maze](#) to draw the detailed steps on using [Depth-First Traversal](#) to find the path.



- The search sequence is

Right ==> Left ==> Top ==> Bottom

References

- [Depth-First Traversal](#)
- [Maze](#)

ANS:

Process: right, left, up or down

										1
									J	J
								B	B	B
				k			A	A	A	A
			H	H	H		D	D	D	D
		G	G	G	G	G	G	G	G	G
	C	C	C	C	C	C	C	C	C	C
0	0	0	0	0	0	0	0	0	0	0

Step 2:

```

class Solution:
    def hasPath(self, maze, start, destination):
        m, n, stopped = len(maze), len(maze[0]), set()

        def dfs(x, y):
            if (x, y) in stopped:
                return False
            stopped.add((x, y))
            if [x, y] == destination:
                return True
            for i, j in (-1, 0), (1, 0), (0, -1), (0, 1):
                newX, newY = x, y
                while 0 <= newX + i < m and 0 <= newY + j < n and maze[newX + i][newY + j] != 1:
                    newX += i
                    newY += j
                if dfs(newX, newY):
                    return True
            return False
        return dfs(*start)

maze = [[0, 0, 1, 0, 0], [0, 0, 0, 0, 0], [0, 0, 0, 1, 0], [1, 1, 0, 1, 1], [0, 0, 0, 0, 0]]
start = [0, 4]
destination = [4, 4]
obj = Solution()
print(obj.hasPath(maze, start, destination))

```

Result:

```

class Solution:
    def hasPath(self, maze, start, destination):
        m, n, stopped = len(maze), len(maze[0]), set()

        def dfs(x, y):
            if (x, y) in stopped:
                return False
            stopped.add((x, y))
            if [x, y] == destination:
                return True
            for i, j in (-1, 0), (1, 0), (0, -1), (0, 1):
                newX, newY = x, y
                while 0 <= newX + i < m and 0 <= newY + j < n and maze[newX + i][newY + j] != 1:
                    newX += i
                    newY += j
                if dfs(newX, newY):
                    return True
            return False
        return dfs(*start)

maze = [[0, 0, 1, 0, 0], [0, 0, 0, 0, 0], [0, 0, 0, 1, 0], [1, 1, 0, 1, 1], [0, 0, 0, 0, 0]]
start = [0, 4]
destination = [4, 4]
obj = Solution()
print(obj.hasPath(maze, start, destination))

```

True