

```

Skriv inn nye koordinater ('a' for aa avslutte)
a
halvor@DESKTOP-C4U6PN9:/mnt/c/Users/Halvor/Documents/Coursework/IN1010/Oblige$ clear
halvor@DESKTOP-C4U6PN9:/mnt/c/Users/Halvor/Documents/Coursework/IN1010/Oblige$ java Hovedprogram labyrinter/3.in
Skriv inn koordinater <kolonne> <rad> ('a' for aa avslutte)
5 3
(5,3) --> (5,4) --> (5,5) --> (5,6) --> (5,7) --> (6,7) --> (7,7) --> (8,7) --> (9,7) --> (10,7) --> (11,7) --> (
11,8) --> (11,9) --> (10,9) --> (9,9) --> (8,9) --> (7,9) --> (6,9) --> (5,9) --> (4,9) --> (3,9) --> (3,10) --> (
3,11) --> (2,11) --> (1,11) --> (1,10) --> (1,9) --> (1,8) --> (1,7) --> (2,7) --> (3,7) --> (3,6) --> (3,5) --> (
3,4) --> (3,3) --> (2,3) --> (1,3) --> (1,2) --> (1,1) --> (0,1) Løst!

(5,3) --> (5,4) --> (5,5) --> (5,6) --> (5,7) --> (6,7) --> (7,7) --> (8,7) --> (9,7) --> (10,7) --> (11,7) --> (
11,8) --> (11,9) --> (11,10) --> (11,11) --> (12,11) Løst!

Skriv inn nye koordinater ('a' for aa avslutte)
3 5
(5,3) --> (5,4) --> (5,5) --> (5,6) --> (5,7) --> (6,7) --> (7,7) --> (8,7) --> (9,7) --> (10,7) --> (11,7) --> (
11,8) --> (11,9) --> (10,9) --> (9,9) --> (8,9) --> (7,9) --> (6,9) --> (5,9) --> (4,9) --> (3,9) --> (3,10) --> (
3,11) --> (2,11) --> (1,11) --> (1,10) --> (1,9) --> (1,8) --> (1,7) --> (2,7) --> (3,7) --> (3,6) --> (3,5) --> (
3,5) --> (3,4) --> (3,3) --> (2,3) --> (1,3) --> (1,2) --> (1,1) --> (0,1) Løst!

(5,3) --> (5,4) --> (5,5) --> (5,6) --> (5,7) --> (6,7) --> (7,7) --> (8,7) --> (9,7) --> (10,7) --> (11,7) --> (
11,8) --> (11,9) --> (10,9) --> (9,9) --> (8,9) --> (7,9) --> (6,9) --> (5,9) --> (4,9) --> (3,9) --> (3,10) --> (
3,11) --> (2,11) --> (1,11) --> (1,10) --> (1,9) --> (1,8) --> (1,7) --> (2,7) --> (3,7) --> (3,6) --> (3,5) --> (
3,5) --> (3,6) --> (3,7) --> (2,7) --> (1,7) --> (1,8) --> (1,9) --> (1,10) --> (1,11) --> (2,11) --> (3,11) --> (
3,10) --> (3,9) --> (4,9) --> (5,9) --> (6,9) --> (7,9) --> (8,9) --> (9,9) --> (10,9) --> (11,9) --> (11,10) --> (
11,11) --> (12,11) Løst!

Skriv inn nye koordinater ('a' for aa avslutte)
5 1
Ingen utveier.

Skriv inn nye koordinater ('a' for aa avslutte)
-

```