```
1 - def display_Path_to_Princess(N, grid):
        # Find the bot's position (always in the center)
3
        bot position = (N // 2, N // 2)
4
       # Find the princess's position (in one of the four corners)
 6 +
        if grid[0][0] == 'p':
7
           princess position = (0, 0)
8 +
        elif grid[0][N-1] == 'p':
9
            princess_position = (0, N-1)
10 -
        elif grid[N-1][0] == 'p':
            princess_position = (N-1, \theta)
11
12 *
        elif grid[N-1][N-1] == 'p':
13
            princess position = (N-1, N-1)
14
15
       # Calculate the differences in row and column indices
       row diff = princess position[0] - bot_position[0]
16
        col diff = princess position[1] - bot position[1]
17
18
19
       # Output the moves to reach the princess
20
        moves = []
21
22 +
       if row diff > 0:
23
            moves.extend(["DOWN"] * row diff)
24 -
        elif row diff < 0:
25
            moves.extend(["UP"] * abs(row diff))
26
27 -
        if col diff > 0:
           moves.extend(["RIGHT"] * col diff)
28
29 +
        elif col diff < 0:
30
            moves.extend(["LEFT"] * abs(col diff))
31
32
       # Print all moves, each on a new line
33 *
       for move in moves:
34
           print(move)
35
```

STDIN

Input for the program (Optio

Output:

DOWN

LEFT

```
36 ♥ # Example usage:
   N = 3
39
40
43
   display_Path_to_Princess(N, grid)
```

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