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LOOKU:IF MAZE(X-1,Y)='1'B THEN DO;
      BRANCH=LOOKR;      X=X-1;
      GO TO SET;
      END;

LOOKL:IF MAZE(X,Y-1)='1'B THEN DO ;
      BRANCH=LOOKU;      Y=Y-1;
      GO TO SET;
      END;

LOOKD:IF MAZE(X+1,Y)='1'B THEN DO;
      BRANCH=LOOKL;      X=X+1;
      GO TO SET;
      END;

LOOKR:IF MAZE(X,Y+1)='1'B THEN DO;
      BRANCH=LOOKD;      Y=Y+1;
      GO TO SET;
      END;
      ELSE GO TO LOOKU;

SET:I=I+1;

POSITIONX(I)=X;      POSITIONY(I)=Y;

IF X<N&X>1&Y<M&Y>1 THEN GO TO BRANCH;

IF X=POSITIONX(1)&Y=POSITIONY(1) THEN DO;
      IF IN2=0 THEN GO TO RUNUD;
      ELSE GO TO RUNLR;
      END;

/* NOW PICK OUT THOSE PARTS OF THE PATH FOLLOWED WHICH WENT IN A LOOP OR
DEAD ENDED */

/* NOTE THE TRANSFER STATEMENT WHICH CAUSES A TRANSFER TO WHAT LOOKS
LIKE THE NEXT STATEMENT - ACTUALLY THE COMPILER CREATES A DUMMY STATEMENT
BETWEEN THESE TWO TO END THE INNER DO LOOP - HENCE THE PROGRAM MUST
BRANCH AROUND IT */

SORT:DO J=I TO 2 BY-1;
      DO K=J-1 TO 1 BY -1;
      IF POSITIONX(K)=POSITIONX(J)&POSITIONY(K)=POSITIONY(J)
      THEN DO;
            II=II+1;      POINT(1,II)=J;
            POINT(2,II)=K;      J=K+1;      GO TO ENDSORT;
      ENDSORT:END SORT;

/* FINALLY SET UP THE FINAL MAZE WITH THE PATH FOLLOWED */

MERGE:DO KK=1 TO I;
      DO IK=1 TO II;
            IF KK=POINT(2,IK) THEN KK=POINT(1,IK);
      END;

      XMAZE(POSITIONX(KK),POSITIONY(KK))=' ';
END MERGE;
PUT PAGE EDIT(((XMAZE(I,J) DO J=1 TO N) DO I=1 TO M))(LINE(33-M/2),
(M) (COLUMN(40-N/2), (N) A(1),SKIP));

END EX510;

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The interesting thing about this program is that it successfully ran a test case, despite all the errors we are about to unearth. To debug this code by running test cases alone would clearly take a long time. Just proofreading is hard enough,