

```

from random import shuffle, randrange

def make_maze(w = 16, h = 8):
    vis = [[0] * w + [1] for _ in range(h)] + [[1] * (w + 1)]
    ver = [["| " ] * w + ['|'] for _ in range(h)] + [[]]
    hor = [["+--" ] * w + ['+'] for _ in range(h + 1)]

    def walk(x, y):
        vis[y][x] = 1

        d = [(x - 1, y), (x, y + 1), (x + 1, y), (x, y - 1)]
        shuffle(d)
        for (xx, yy) in d:
            if vis[yy][xx]: continue
            if xx == x: hor[max(y, yy)][x] = "+  "
            if yy == y: ver[y][max(x, xx)] = " | "
            walk(xx, yy)

    walk(randrange(w), randrange(h))

    s = ""
    for (a, b) in zip(hor, ver):
        s += ''.join(a + ['\n'] + b + ['\n'])
    return s

```

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print(make_maze())

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