

THE LABYRINTH

CHALLENGE DESCRIPTION:

You are given a text with a pseudographical schema of a labyrinth. Walls are marked with asterisk symbols (*). Your job is to write a program that finds the shortest way from the upper entrance to the lower exit and prints out the labyrinth schema containing a path marked with plus symbols (+).

INPUT SAMPLE:

A text file with labyrinth schema.

OUTPUT SAMPLE:

Print to stdout the labyrinth schema containing the shortest way out marked with '+' symbols:

A large, complex fractal pattern composed of many small, interconnected, star-like or cross-like shapes, resembling a dense, branching structure. The pattern is highly symmetrical and intricate, filling most of the page. It features a central vertical axis of symmetry and a horizontal axis of symmetry. The pattern is composed of many small, interconnected, star-like or cross-like shapes, which are arranged in a way that creates a dense, branching structure. The overall effect is one of a highly detailed, self-similar geometric design.

CONSTRAINTS:

The size of a labyrinth is up to 101×101 cells. There can be more than one way to pass the labyrinth, but the shortest way is always unambiguous and never has branches.