```
1: #include<iostream>
 2: #include<fstream>
 3:
 4: using namespace std;
 5:
 6: //#define FILE "input1.txt"
 7: #define SIZE 12
 8: void readfile(int maze[][SIZE]);
 9:
10: int main(void)
11: {
12: //===== don't change ================
13:
        int maze[SIZE][SIZE]={0};
14:
15:
        readfile(maze);
16:
17: //===== don't change =====================
18:
19:
        cout<<"Maze: "<<endl;</pre>
20:
        for(int i=0;i<SIZE;i++){</pre>
21:
            for(int j=0;j<SIZE;j++){</pre>
22:
                 cout<<maze[i][j]<<" ";</pre>
23:
24:
            cout<<"\n";
25:
        }
        cout<<"Answer: "<<endl;</pre>
26:
27:
        int x=1,y=1,step=0;
28:
        int xx[19],yy[19];
29:
        while(step!=18)
30:
        {
31:
            if(maze[x+1][y]==1)//down
32:
            {
33:
                 x+=1;
34:
                 step++;
35:
                xx[step]=x;
36:
                yy[step]=y;
37:
            else if(maze[x][y+1]==1)//right
38:
39:
            {
40:
                y += 1;
41:
                 step++;
42:
                xx[step]=x;
43:
                yy[step]=y;
44:
45:
            else{
                 if(maze[x-1][y]==1)//up
46:
```

```
{
47:
48:
                      step--;
49:
                      maze[x][y]=0;
50:
                      x=xx[step];
51:
                      y=yy[step];
52:
                  }
                 else if(maze[x][y-1]==1)
53:
                 {
54:
55:
                      step--;
56:
                      maze[x][y]=0;
57:
                      x=xx[step];
58:
                      y=yy[step];
                 }
59:
             }
60:
61:
         }
62:
         cout<<"(1,1)"<<endl;</pre>
63:
         for(int a=1;a<=18;a++)</pre>
         cout<<"("<<xx[a]<<","<<yy[a]<<")"<<endl;</pre>
64:
65:
         return 0;
66: }
67:
68: void readfile(int maze[][SIZE])
69: {
70:
         fstream ifs;
71:
         ifs.open("input1.txt");
         for(int i=0;i<SIZE;i++){</pre>
72:
             for(int j=0;j<SIZE;j++){</pre>
73:
74:
                  ifs>>maze[i][j];
75:
             }
        }
76:
77: }
```