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COSC 220

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Project 3 writeup

Testing Plan

I plan to test every single maze and make sure it either finds a solution or says no solution.

Through this I found out of bounds errors (which I fixed) and an error where it would delete the s and replace it with an X (which I fixed)

Build project in linux environment

```
** roat@DESKTOP-Q5H0GRD:/mnt/d/Documents/School/Year 3 semester 2/Cosc 220 computer science 2/Projects/Project_3# g++ -c proj_3_main.cpp root@DESKTOP-Q5H0GRD:/mnt/d/Documents/School/Year 3 semester 2/Cosc 220 computer science 2/Projects/Project_3# g++ proj_3_main.o -o proj_3 root@DESKTOP-Q5H0GRD:/mnt/d/Documents/School/Year 3 semester 2/Cosc 220 computer science 2/Projects/Project_3# g++ proj_3_main.o -o proj_3 root@DESKTOP-Q5H0GRD:/mnt/d/Documents/School/Year 3 semester 2/Cosc 220 computer science 2/Projects/Project_3# ./proj_3
```

Display Maze and read in from file (for maze 0)

Solved Maze (maze 0)

```
1 0 1 1 0 1
s x 0 1 x F
1 x x x x x 0
1 0 1 1 0 0
0 0 0 0 0 0
1 0 1 0 1 0
```

Do testing for all 16 mazes

```
Please enter the number of the maze that you would like to solve (0-16):

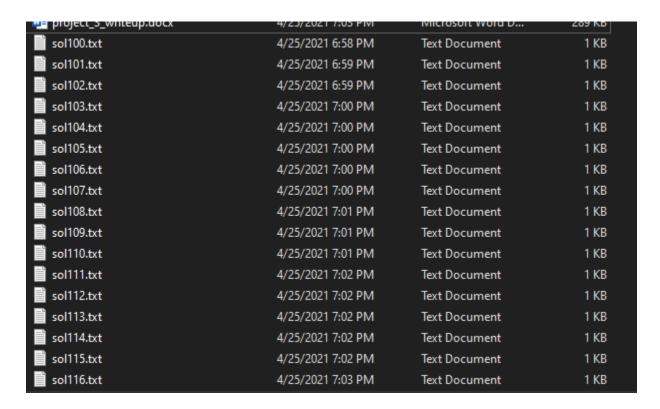
2
1 0 0 1 0 1
1 1 S 1 0 1
1 1 0 1 1 0
1 0 1 1 0 0
0 0 0 0 F 0
1 0 1 0 0 1

Maze 102 has no solution.
```

```
Maze 105 has no solution.
```

```
lease enter the number of the maze that you would like to solve (0-16):
```

Files Created



Mazes without solution say



Mazes with solution have path

