Algorithm for solving a maze. Keep your left hand on the wall and keep walking. Requires no state or breadcrumbs. Not efficient. Easy to desc. Processor UI shows instructions and program and allows user to walk through maze.

Instructions:

* Turn left/right 11, 12
* Move 20 (does nothing if blocked)
* Check left/right/front 31, 32, 33
* GOTO if always/open/blocked 40, 41, 42 + nn