

# Exercise 3: The Maze Solver



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Write a program to solve the maze!

Pull in the “maze.jar” file from your virtual environment. Use Eclipse to browse the javadocs. Uncover what public methods you can/should call.

Write a program to read numbers from the keyboard and control the player. For instance 1 means “forward” and 2 means “turn clockwise”. What happens when you drive the player over the exit?

**Optional Challenge:** write a program to read the sensors and drive the player to the exit automatically! Hint:



wall follower maze solving algorithm



# Strategy

Start with a clean project. Make a “lib” directory and drag/drop the jar file into it.

Modify Eclipse’s build path to include the jar.

Drill through the “Referenced Libraries”. You’ll need to create a maze and then call methods on it.

The library includes a Java Swing GUI to show the maze as you walk the player through it. See if you can figure out how to use it.