

```

1 package maze.display;
2
3 import maze.data.MazeContainer;
4
5
6 /**
7  * A class that displays a textual version of the maze given in the form of a
8  * {@link MazeContainer}
9  *
10 * @author Pierre-Andre Mudry
11 * @date February 29th, 2012
12 * @version 1.0
13 */
14 public class TextDisplay {
15
16     /**
17      * Displays the maze given in parameter on the default console
18      *
19      * @param mazeC The {@link MazeContainer} to display
20      */
21     public static void displayMaze(MazeContainer mazeC) {
22
23         // Get the real labyrinth
24         MazeElem[][] maze = mazeC.maze;
25
26         // Size of the labyrinth
27         int nCellsX = mazeC.nCellsX;
28         int nCellsY = mazeC.nCellsY;
29
30         /**
31          * Draw the labyrinth
32          */
33         for (int i = 0; i < nCellsY; i++) {
34             // Draws the north edge
35             for (int j = 0; j < nCellsX; j++) {
36                 MazeElem e = maze[j][i];
37
38                 // TODO Task 1
39
40                 System.out.print "* ";
41             }
42
43             System.out.println "*");
44
45             // Draws the west edge
46             for (int j = 0; j < nCellsX; j++) {
47                 MazeElem e = maze[j][i];
48
49                 // TODO Task 1
50
51                 System.out.print " ";
52             }
53             System.out.println "|");
54
55             // Draws the bottom line
56             for (int j = 0; j < nCellsX; j++) {
57                 System.out.print "*---";
58             }
59             System.out.println "*");
60         }
61
62         public static void main(String args[]) {
63             MazeContainer mg = new MazeContainer(6, 6);
64             TextDisplay.displayMaze(mg);
65         }
66     }
67

```