**NTUST OOP Midterm Problem Design**

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| **Subject:** **Simple Maze Traversal** |
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| **Main testing concept:** Array   |  |  | | --- | --- | | **Basics** | **Functions** | | ■ C++ BASICS  ■ FLOW OF CONTROL  □ FUNCTION BASICS  □ PARAMETERS AND OVERLOADING  ■ ARRAYS  □ STRUCTURES AND CLASSES  □ CONSTRUCTORS AND OTHER TOOLS  □ OPERATOR OVERLOADING, FRIENDS,AND REFERENCES  □ STRINGS  □ POINTERS AND DYNAMIC ARRAYS | □ SEPARATE COMPILATION AND NAMESPACES  □ STREAMS AND FILE I/O  □ RECURSION  □ INHERITANCE  □ POLYMORPHISM AND VIRTUAL FUNCTIONS  □ TEMPLATES  □ LINKED DATA STRUCTURES  □ EXCEPTION HANDLING  □ STANDARD TEMPLATE LIBRARY  □ PATTERNS AND UML | |
| **Description:**  For a given maze, there's a simple algorithm for walking through the maze that guarantees finding the exit (assuming there's an exit). If there's no exit, you'll arrive at the starting location again.  Place your **left** hand on the wall to your **left** and begin walking forward. Never remove your hand from the wall. If the maze turns **left**, you follow the wall to the **left**. As long as you do not remove your hand from the wall. Eventually, you'll arrive at the exit of the maze. You can also use your **right** hand in the similar manner to find the exit of the maze, just use your **right** hand, follow the wall of your **right**, and turn **right** instead.  **Input:**  Each test case will only contain one set of data. The input consists of two integers **m** **and n**, then followed by a **n**\***n** matrix of characters that represent the maze. The maze consists of ‘X’ and ‘#’, ‘X’ means the passage, and ‘#’ means the wall. The entrance cell is the **only** passage in the leftmost column, and the exit is the single passage in the rightmost column.  Please traverse the maze using the algorithm described above, the integer **m** specifies the “hand” you use in the algorithm, 0 means left hand, 1 otherwise.  **Output:**  Please **print the maze\***, and **number of steps\*** to find the exit, if there are no path to exit exists print -1.  **\*print the maze**: if using left hand to traverse the maze, put the character ’L’ on the path you had taken, put the character ‘R’ if you use right hand.  \***number of steps**: only moving between cell consider a step, you’re already in the entrance cell at the start.  **Constrains:**  m = 0 or 1,  maze will only have one passage in the leftmost column, and the top and bottom row only have walls.  **Sample Input / Output：**   |  |  | | --- | --- | | Sample Input | Sample Output | | 1  5  #####  #XXX#  XX###  #XXX#  ##### | #####  #RRR#  RR###  #RRR#  #####  -1 | | 1  5  #####  #XXXX  XX###  #XXX#  ##### | #####  #RRRR  RR###  #RRR#  #####  11 | | 0  5  #####  #XXXX  XX###  #XXX#  ##### | #####  #LLLL  LL###  #XXX#  #####  5 | |
| **□ Eazy,Only basic programming syntax and structure are required.**  **■ Medium,Multiple programming grammars and structures are required.**  **□ Hard,Need to use multiple program structures or more complex data types.** |
| **Expected solving time:**  30 minutes |
| **Other notes:** |