INSTRUCTIONS FOR RUNNING THE CODE

PROBLEM 1 and PROBLEM 2:

1. In the file named ‘RJM.py’, call the function ‘generateJumpingMaze(size)’
2. The size can be a value from 5 to 10
3. If a greater or lesser size is given, an error is thrown.

PROBLEM 3:

1. Run the file named ‘RJM.py’.
2. It can also be run by calling ‘randomGen(iterations)’

NOTE: the iteration is set to 1 as default

PROBLEM 4:

1. Run the file named ‘RJM4.py’