

Class: CS 375

Assignment: Case Study 2.5

Programmer: David Hounninou

Instructor: Dr. Morse

Date assigned: September 04, 2008

Date completed: September 15, 2008

The program generates a maze with horizontal and vertical lines, with randomly broken walls.

The red dots show the path used to solve to maze.

The path starts from the lower, left corner of the maze.

Once the path reaches on side of the maze (Up or right), the maze is solved.

Mouse and keyboard actions:

The user can redraw a new maze by right clicking on the mouse.

The user can redraw a new maze by pressing 'r' on the keyboard.

The user can redraw a new maze by pressing 'c' on the keyboard.