Programming Project 6

Due: Thursday, 10/3/13 at 11:59 pm

Maze Solving

For this lab, write a C program that will find its way through a maze using the depth-first search algorithm. This program takes input from a file specified in the command line argument that contains two integer values per line of input:

- The first line gives the size of the 2-D maze, valid values are >= 1
- The second line gives the coordinates of the starting position in the maze
- The third line gives the coordinates of the ending position in the maze
- The remaining lines in the file give the coordinates of blocked positions in the maze

The following shows an example of such an input file. The coordinates are given with the row listed first and the column listed second. A maze of NxM has rows numbered from 1 to N.

```
10 20
1 1
10 20
5 1
4 2
3 3
1 10
2 9
3 8
4 7
5 6
6 5
7 4
8 3
```

This input creates the following maze will 11 blocked positions:

```
size: 10, 20
start: 1, 1
end: 10, 20
**********************
*s........*..........*
*........*..........*
*..*....*...........*
*.*....*............*
**....*.............*
*....*..............*
*...*...............*
*..*................*
*...................*
*...................e*
**********************
```

The blocked positions and the edges of the maze are filled in with *'s. The start position is filled in with a 's'. The end position in filled in with a 'e'. The other positions are filled in with periods.

You may assume that the input will always have two integer values per line; however, the values may be out of range. If an invalid value is given on an input line, print a descriptive error message to STANDARD ERROR, ignore those two input values and continue processing input using the next line of input. Any value of zero or less is invalid in this program. For a coordinate value in the maze, valid value range from 1 to the maximum row size or column size. Also, the starting and ending positions of the maze must never be blocked. Since errors may exist:

- The size of the maze is on the first valid line of input.
- The starting position of the maze is the second valid line of input.
- The ending position of the maze is the third valid line of input.

Input with invalid values are shown below. The comments are each line are not part of the input.

```
10 0          => Invalid: Maze sizes must be greater than 0
15 7          => Maze becomes size 15 x 7
10 20         => Invalid: column 20 is outside range from 1 to 7
5 1           => Starting position is at position 5, 1
24 2          => Invalid: row 24 is outside of range from 1 to 15
3 3           => Ending position is at position 3, 3
1 10          => Invalid: column 10 is outside range from 1 to 7
2 9           => Invalid: column 9 is outside range from 1 to 7
3 8           => Invalid: column 8 is outside range from 1 to 7
4 7
5 6
5 1           => Invalid: attempting to block starting position
6 5
7 4
8 3
```

The algorithm you are to use to find a path through the maze is a Depth First Search. You MUST use the following form Depth First Search. You are NOT allowed to use a recursive version of the depth first search (since you are required to use your own stack to solve this).

- Mark all unblocked positions in the maze as "UNVISITED"
- push the start position's coordinates on the stack
- mark the start position as visited
- While (stack is not empty and end has not been found)
    - if the coordinate at the Top of the Stack is the end position
        - then end has been found
    - if the coordinate at the Top of the Stack has an unvisited (and unblocked) neighbor
        - push the coordinates of the unvisited neighbor on the stack
        - mark the unvisited neighbor as visited
    - else
        - pop the coordinate at the Top of the Stack
- If the stack is empty
    - The maze has no solution
- else
    - The items on the stack contain the coordinates of the solution from the end of the maze to the start of the maze.

When referring to neighbors, those positions will be the ones above, below, left or right of the current position (not diagonal). So for position x,y its neighbors are at:

- x+1, y
- x-1, y
- x, y+1
- x, y-1

Your program is to first output the size of the maze, the start and ending coordinates and an ASCII drawing of the maze. The code **maze.c** does this for any maze of size 30X30 or less. The maze.c program uses a static sized 2-D array; **however, your program MUST use a dynamic 2-D array sized to reflect the maze size given in the input file.** You must also dynamically deallocate this array at the end of your program. The maze.c program also does not do any error checking for invalid input, your program MUST check for invalid input.

Once the maze solving algorithm is run, you must then print out a message stating either:

- the maze has no solution

or

- listing the coordinates of the locations of the path in the maze from the start of the maze to the end of the maze that was found by the algorithm. Note this means printing out the contents of the stack in reverse order.

The stack MUST use a dynamic array of coordinates. The dynamic array is to start with a size of two stack elements. When the stack grows, it should double in size. Thus is will go from 2 to 4 to 8 to 16 to 32 to … elements every time it grows. **The dynamic array variable MUST be declared in main( ). It may NOT be global.** You are encouraged to create a structure for the stack as was done in the previous assignment. The code for each stack operation MUST be done in its own function where the stack is passed in as a parameter.

Command Line Argument: Debug Mode

Your program must be able to take one optional command line argument, the -d flag. When this flag is given, your program is to run in "debug" mode. When in this mode, your program is to display the coordinates of the maze positions as they are popped off the stack if the Top of Stack coordinate does not have an unvisited (and unblocked) neighbor. When the flag is not given, this debugging information should not be displayed.

Since the input file for the maze also comes from the command line arguments, you may not assume which order in which the command line arguments are given. Thus the command line arguments may be given as:

- `./a.out  mazeInput.txt`
- `./a.out  mazeInput.txt  -d`
- `./a.out  -d  mazeInput.txt`

One simple way to set up a "debugging" mode is to use a boolean variable which is set to true when debugging mode is turned on but false otherwise. Then using a simple if statement controls whether information should be output or not.

```
if ( debugMode == TRUE )
        printf (" Debugging Information \n");
```

Program Submission

You are to submit the programs for this lab via the Assignments Page in Blackboard.

To help the TA, name your file with your net-id and the assignment name, like:

- ptroy1LabX.c