# Chapter 27   The Maze

The Maze Search Problem

Implement a search program to move through the maze below entering at 1 and exiting at 36. Install a pushbutton that increments through the boxes and determines a best next step. The instructor will change the wall configuration as he wishes to provide alternate paths for the arrow (agent) to move.

1	2	3	4	5	6
11	12	13	14	15	16
21	22	23	24	25	26
31	32	33	34	35	36
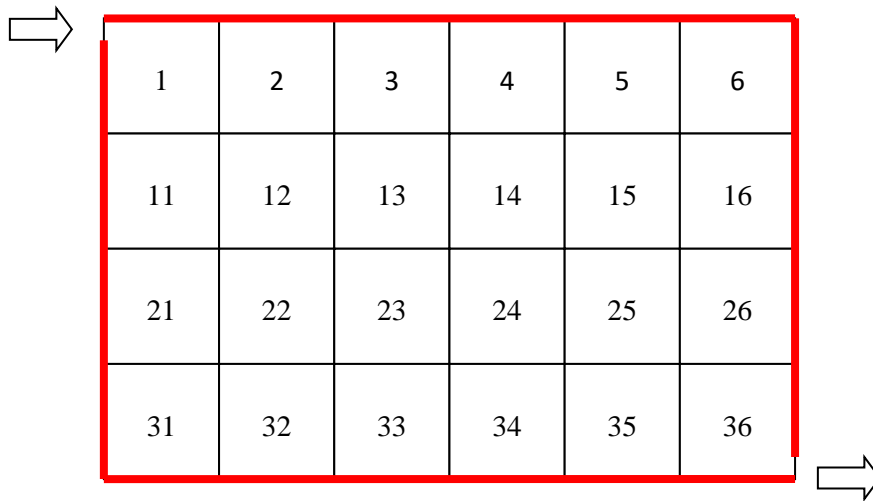
The Maze Search Problem

Add elements of the Bayes search algorithm to aid in navigating the maze.