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.

The Maze Search Problem

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

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