Lab 3
Preview

2 February 2017

This week's lab continues our work on class design, and also works a little more on our maze solver project by building a representation for the mazes. Before you come to lab, you should read the descriptions below and the code I've provided in `/home/shared/cmsc162-1/lab3/`, which just reads in a maze and writes it back out again (with a little extra info).

On paper (in your notebook is fine), make a list of places in `mazerw.cpp` that I've used C++ features that you've never seen or aren't really sure how they work. Include line numbers. Bring that paper with you to lab tomorrow.

The file format

Maze files look like this:

```
7 4
#######
#...#o#
#*#...#
#######
```

The first line contains two numbers (the width and height of the maze); subsequent lines contain a map of the maze itself, with each different type of maze content represented by a different character:

walls	`#`	(hash mark)
open spaces	`.`	(period)
start	`o`	(lowercase 'O')
finish	`*`	(asterisk)

Each maze will have exactly one start and exactly one finish; though note that not all open spaces need be reachable from the start, and the finish may also be unreachable.