

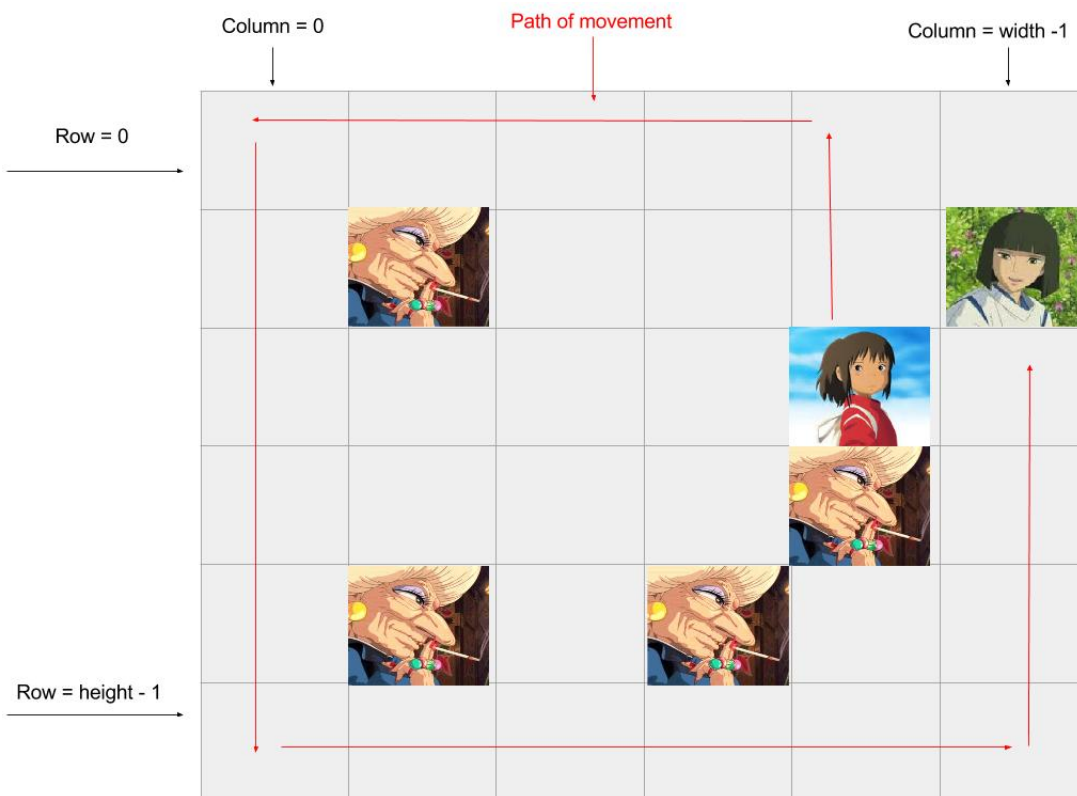
P5 - Maze Program Intro

Suggestions for beginning this project

- Read through ALL of the instructions and make sure you understand the given code
- Plan! Draw it out! What methods are you going to write first? What kind of loop are you going to use to move Chihiro around?
- Look through the given testing mazes. Understand how they work.
- Start coding. Test each method as you complete them! It's a bummer when you get technical or logical errors because your getColumn() is one off!

It is highly suggested you write onEdge() first! Test this thoroughly! Most mistakes originate from this method!

Example test case



```
public static boolean onEdge(){
    // checking left and right boundary using an if statement
    // checking top and bottom boundary using an if statement
}
public void moveUp(){
    // testing onEdge() when I'm trying to move up
    if (onEdge() == true)
        System.out.println("Row: " + row +
                           " Column: " + col +
                           " = on edge");
}
```