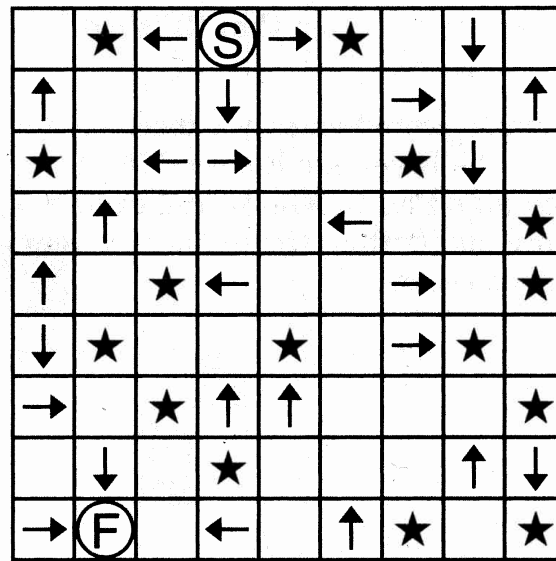


Solve by hand, or write a program to do it?

Start at the square marked "S" and find the shortest path through the diagram to the square marked "F." An arrow in a square indicates the direction you must take; a star allows you to move in any direction horizontally or vertically, but not diagonally. No turns are allowed in the blank squares. You do not have to pass through all the squares.



Do both!

Problem solving is *what we do*.

CS 141 Introduction to computer science
MWF 5 Labs Th5, Th6 D. Blaheta

(Interested in a survey of informatics/CS that *doesn't* require programming? We can help there too---email dblaheta@knox.edu for details.)