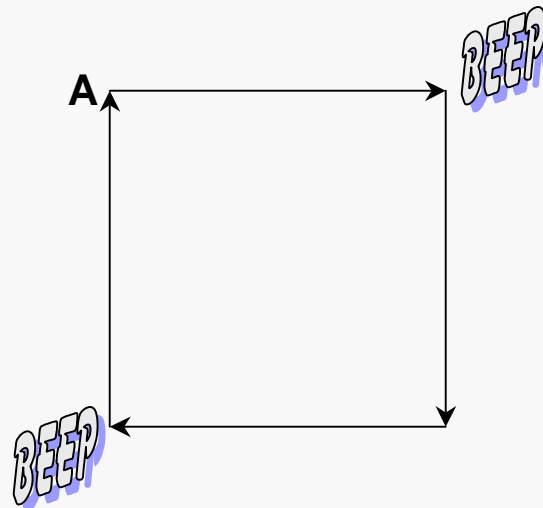


Consider a simple robot that can move forward, turn at any specified angle, and beep.

We want to design an algorithm to solve the problem:

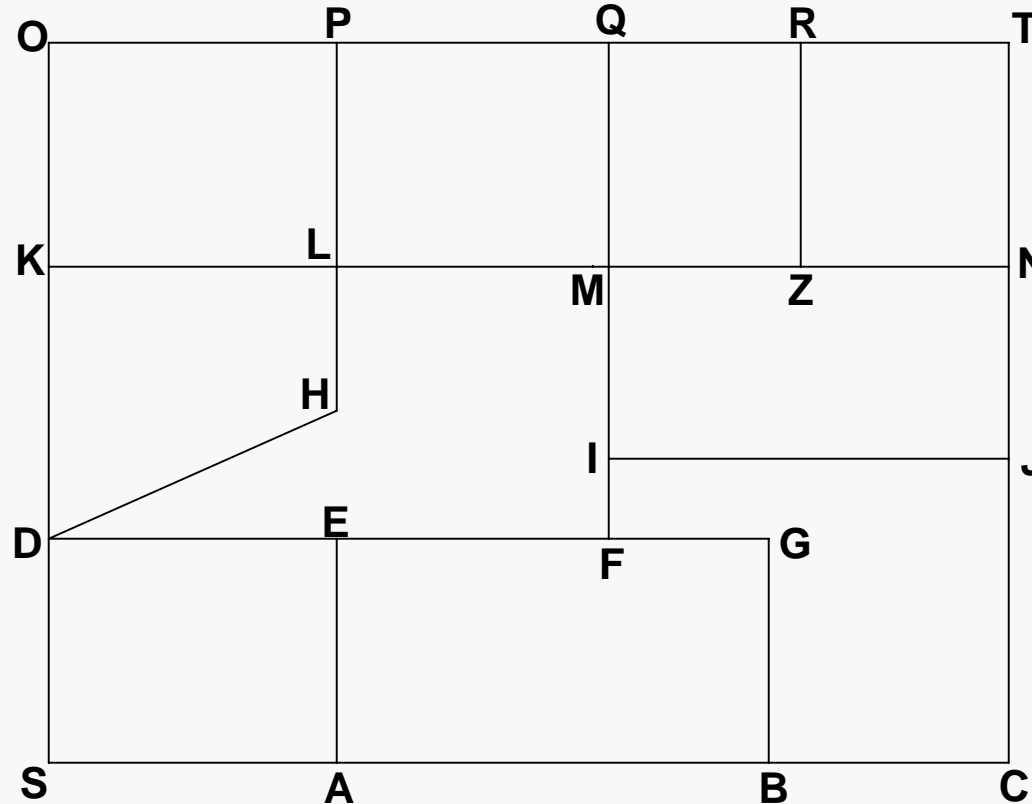
Make the robot walk in a square one meter on a side, and beep when it reaches the second and fourth corners of the square. The robot should do this ten times.

Assume initially the robot is at point A (diagram) and facing east (right):



You've moved to a new town and you live at S (map below). Your favorite restaurant is at Z. You use the local bus service to travel, and there is a separate fare to go from each corner to the next.

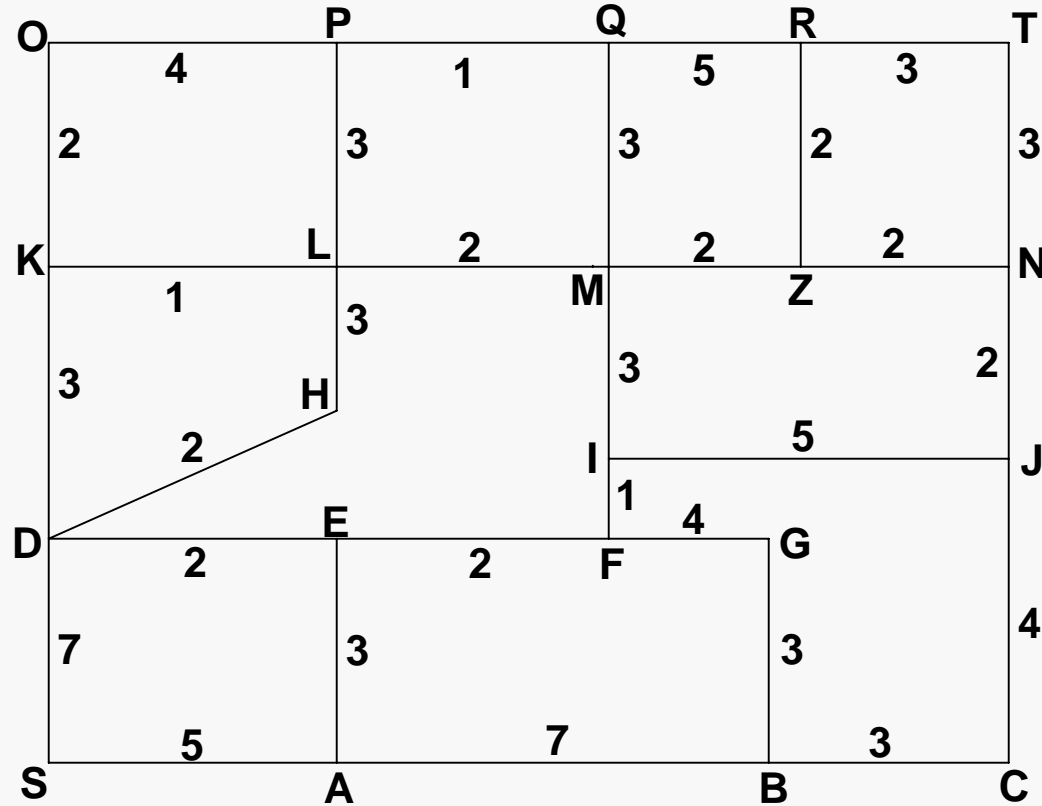
Problem: how can you determine the cheapest path from S to Z?



Shortest Path Continued

Problem: how can you determine the cheapest path from S to Z?

Here are the fares:



Shortest Path Found

Here's the cheapest path:

