

# Homework # 11

## due Monday, April 20, 11:00 AM

### 1 Searching

On paper, do Exercises 1 and 2 on page 446.

### 2 Cost Models

Do the following exercises from Chapter 21 on paper: Exercises 21.1–3.

### 3 Extending the adventure

Get the adventure game code from the web site indicated (see page 448), and implement the following extension:

Add one new location between the fork and the mountaintop called **fire** (similar to what is described in the first bullet for exercise 6 on page 447). If the player goes into this location without being covered in asbestos, they burn up and die.

Add a new connection in the maze: if you go left from **maze(3)**, you get covered in asbestos on your way to **maze(0)**. Make sure words are printed to that effect.

In order to move the ogre out of the way for this game, put it in **maze(4)**, where it cannot be reached.