

CSCI-101 Programming 1

Week of Nov 7 - Lab 12d

INSTRUCTIONS

Modify your **MazeGenerator** class as follows:

- I. Add a method named **printGlyphMenu** that prints to the screen the following menu:

Glyph Menu

[1] [2] ■ [3] ☞ [4] ☚ [5] exit

Choose a character:

- II. Add a method named **editMaze** that *repeatedly* does the following:
 - Calls **printGlyphMenu**.
 - Reads the user's choice from the keyboard.
 - If the user enters **5** then the method returns.
 - Otherwise asks the user to enter a row number and column number and reads the values from the keyboard.
 - Then sets the glyph of the element in **maze** (whose row index and column index were read from the keyboard) to the value chosen by the user.
 - Prints the maze to the screen.
- III. Modify **main** so that when the user chooses option **3**, the program calls **editMaze**.