

CSCI-101 Programming 1

Lab 16d

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**.