

# CSCI-101 Programming 1

## Lab 16f

### INSTRUCTIONS

Modify your **MazeGenerator** class as follows:

- I. Add a method named **createNewMaze** that asks the user for the dimensions of the new maze and sets **maze** equal to a new 2D array of **Cell** elements; each of which is initialized to a new **Cell** element. After the maze is initialized, print the maze to the screen.
- II. Modify **main** so that when the user chooses option **2**, **createNewMaze** is called.