

Walking along the border edge

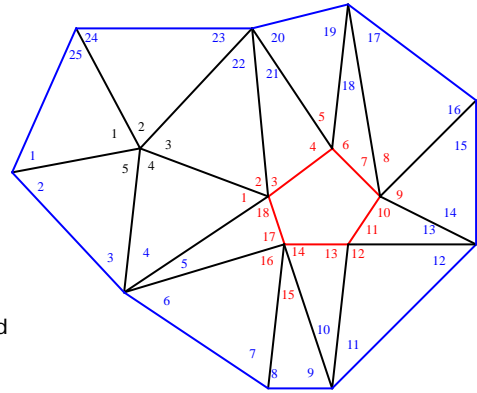
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Three kinds of move (actually only two kinds, blue & red could be considered the same)

1→2→3→..... →24→25

1→2→3→4→5

1→2→3→.....→17→18



All three kinds of movement can be done by the following method

```
firstA = a;
```

```
do{
```

```
    if a.p.o != -1          //for example, 1→2, 15→16, 4→5;
```

```
        a = a.p.o.p
```

```
    else                    //for example, 2→3, 17→18;
```

```
        a = a.n
```

```
} While(a!=firstA)
```

Note in the 'black' case, a.p.o always !=1, the statement in else never happend