

Hug the Wall

Open one hint at a time. Try it before you open the next.

- Hint 1 — Think about it

A tight U-turn and a dead end can look alike if you only measure *depth*. Look in **every direction** instead: at a U-turn one side is open. At a dead end **all** sides are blocked. That is the whole difference.

- Hint 2 — Which blocks to use

`else (right blocked AND left blocked)`

Reached only when nothing is open: a dead end.

`turn around`

Two turns in a row: a 180° arc.

`set (dead_ends) to (0) /
change (dead_ends) by (1)`

A variable that counts.

`write (dead_ends) on the light
matrix`

Show the count at the end.

- Hint 3 — Plan in plain words

1. Copy your Mission 3 loop.
2. Make a variable `dead_ends = 0`.
3. In the last **else** branch: turn around, then add 1 to `dead_ends`.
4. After the loop, write `dead_ends` on the hub.

Watch out: The car needs room to turn around: build the dead end at least one turning radius deep, and make sure the OPEN number is bigger than the distance to a side wall.

Playbook: Open or blocked? · Dead ends: everything blocked · The right-hand rule

Keep going: Challenge → [mission-5-challenge.pdf](#) | Solution → [mission-5-solution.pdf](#)

The same content is in the matching .html files.