

[13] Try it out! (10 minutes)

- Adapt the code found in the “graphToGridDraw/GraphToGridDraw.java” file to work with your GraphNode class and fill in all the TODOs to make the code complete and correct. Derive each node's intended position on the screen, given that its ID is encoded as follows:

$$ID = r \times w + c,$$

where r is the row, c is the column and w is the width of the grid

- For each node, draw its ID in the centre of its grid cell, and draw edges around the cell if a connection in that direction is missing.
- Running this with the given maze graph input should output something looking like this (with numbers in the middle of the grid cells):

