



The grid world environment is a 12x12 grid. The robot is located at the bottom-left corner (row 12, column 1). There are three obstacles (represented by black squares) at (row 3, column 3), (row 3, column 4), and (row 3, column 5). There are three goals (represented by black circles) at (row 6, column 5), (row 12, column 2), and (row 12, column 12). There are three traps (represented by 'X' marks) at (row 3, column 10), (row 8, column 6), and (row 9, column 6). The grid is indexed from 0 to 11 for both rows and columns.