



A 10x10 grid with a black path and gray obstacles. The path starts at (0,0) and ends at (9,9). The obstacles are gray squares at (1,1), (1,2), (2,1), (2,2), (3,1), (3,2), (4,1), (4,2), (5,1), (5,2), (6,1), (6,2), (7,1), (7,2), (8,1), (8,2), (9,1), (9,2), (0,3), (1,3), (2,3), (3,3), (4,3), (5,3), (6,3), (7,3), (8,3), (9,3), (0,4), (1,4), (2,4), (3,4), (4,4), (5,4), (6,4), (7,4), (8,4), (9,4), (0,5), (1,5), (2,5), (3,5), (4,5), (5,5), (6,5), (7,5), (8,5), (9,5), (0,6), (1,6), (2,6), (3,6), (4,6), (5,6), (6,6), (7,6), (8,6), (9,6), (0,7), (1,7), (2,7), (3,7), (4,7), (5,7), (6,7), (7,7), (8,7), (9,7), (0,8), (1,8), (2,8), (3,8), (4,8), (5,8), (6,8), (7,8), (8,8), (9,8), (0,9), (1,9), (2,9), (3,9), (4,9), (5,9), (6,9), (7,9), (8,9), (9,9). The path is a single continuous line that visits every cell exactly once.