

```
function A = mk_ex_9_2_mz(ts)
% MK_EX_9_2_MZ - Makes the maze for example 9.2
%
% Ones correspond to locations we can be.
%
% Inputs:
%   ts: the timestep ... if the maze changes type after some point
%       we can capture this behaviour with this switch
%
% Written by:
%   --
%   John L. Weatherwax          2007-12-07
%
% email: wax@alum.mit.edu
%
% Please send comments and especially bug reports to the
% above email address.
%
%-----

A = zeros(6,9);

if( ts<1000 )
    A(4,1:8) = 1; % the first maze
else
    A(4,2:9) = 1; % the second maze
end
```