```
+--------------------------------------------------+
|               PathfinderInterface                |
+--------------------------------------------------+
| private:                                         |
+--------------------------------------------------+
| public:                                          |
|   string toString() const;                       |
|   void createRandomMaze();                       |
|   bool importMaze(string file_name);             |
|   vector<string> solveMaze();                    |
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                         |
+--------------------------------------------------+
|                    Pathfinder                    |
+--------------------------------------------------+
| private:                                         |
|   vector<string> P;                              |
|   int theMaze[5][5][5];                          |
+--------------------------------------------------+
| public:                                          |
|   string toString() const;                       |
|   void createRandomMaze();                       |
|   bool importMaze(string file_name);             |
|   bool findPath(int x, int y, int z);            |
|   vector<string> solveMaze();                    |
+--------------------------------------------------+
```