To mark a cell do:
cell.marked = true

To unmark a cell do:
cell.marked = false

To get the end cell (exit) in the maze do:
self.graph.getCellAt(self.graph.width - 1, self.graph.height - 1)
returns: cell

To remove an element from an array do:
removeCellFromArray(array, cell)
returns: array with the removed cell

To get all the walkable cells around a cell do:
self.graph.cellDisconnectedNeightbors(cell)
returns: array with the neighbors of the cell that are walkable