They solve problems differently because the stack approach is reading from the top of the stack and every time after it reads the top of the stack, the last-in element pops off the stack and this is why the star is running in one direction though it may reach to the dead end. And if it reaches the dead end, the alternative running is on progress toward the goal and we will find the star moving from the cross where it went through. Thus it will explore a possible track until it reach the goal. In comparison, the queue reads every possible direction for one move and pops it. After the implementation of all the possible directions for the move, it runs the next move. So the stars spread “broader” in the board before it reaches the goal. It is like the growing progress of a tree branch, all sub-branches are on the move.