MAZESOLVER

I. Write the code for **isAdjacent**

The only squares/locations that are adjacent are left, right, above, and below. The squares that are diagonal are not considered adjacent.

II. Write the code for **isSolvable**

isSolvable has a single parameter, **points**.
points contains all the possible open squares in the maze (each stored as a Point) as well as the starting Point (at the beginning of **points**) and the ending Point (at the end of **points**).

Algorithm for MazeSolver

1. Create a **second**, empty, ArrayList of Points.

2. Remove the first Point from **points** and add it to **second.**

3. Compare the first Point in **second** to all the Points in **points.** For every Point in **points** that is adjacent to the first Point in **second**, add those Points to **second.** If at any time the *last* Point of **points** is removed, then the method will return *true*, the maze is solved.

4. Remove the first Point from **second.**

5. repeat steps 3 and 4, until **second** is empty.