For this challenge you are to create a maze solver. There are four mazes provided in .csv format. These mazes have a ‘#’ character to represent a wall, an empty box to represent a space, and use a ‘.’ character to represent a path. All mazes have a starting point at the top left corner (0 indexed box 1,1) and an end point at the bottom right corner.

Your maze solver should be able to:

* Load a specified maze in the proper format
* Draw a path through the maze from the starting point at the top left to the end point at the bottom right with not ‘stray’ paths
* Display a message when the end point is found
* Display a message if the maze is not solvable
* Properly display and handle any error messages

It is strongly encouraged that you use a state machine to accomplish this task. You should start by looking at the **State Machine Example.vi.** If you use as state machine you **must** use a typedef for the states.

New Topics Covered:

* State Machines
* Typedefs
* Error Handling
* Into to search algorithms