node.py

* getIndex()
  + return index(int)
* getSuccessors()
  + return successors([int])
* setSuccessor(successor(int))
  + return
* isSuccessor(nd(int))
  + return (boolean)
* isEnd()
  + return (boolean)

maze.py

* shortestPath( nd\_from(int), nd\_to(int) )
  + return path([int])
  + including the start node and the end node