Linked List Queue FAQ

Why do I get a NullPointerException when I toggle solver types (stack -> queue or vice versa)?
The GUI (MazeApp) calls its `reset` method when the solver type button is pressed, which calls Maze's `reset` method. Depending on how you wrote Maze's `reset` method, the `maze` object may be `null` at this point (it probably won't be initialized until you load a maze (the `loadMaze` method is called).

This could be a flaw in the GUI's design or could be a flaw in the way we implemented the solution; it's not a serious enough issue to necessitate refactoring. You can prevent this catastrophe from happening by adding:

```
if (maze == null) return;
```

...to Maze's `reset` method. This prevents the method from crashing if the solver type is toggled prior to loading a maze from disk. Alternatively, you could disable the solver type button in the GUI until a maze is loaded; *follow your heart*.

Why does the GUI crash when I do X, where X is some combination of button presses?
Think about the order in which things happen. You'll have to figure this out on your own. Follow the stack trace (you shouldn't need to look inside any GUI methods, but it is useful to see the order of the calls that lead to the failure).