Pathfinder

+findPath(int maze[5][5][5], int x, int y, int z):bool

#file\_name:string

#P:vector<string>

#maze[5][5][5]:int

<<interface>>

PathfinderInterface

+*toString():string*

*+createRandomMaze():void*

*+importMaze(string file\_name):bool*

*+solveMaze():vector<string>*