```
psudo code
DFS

DFS(argument:NodeList,maze,current
location,walkedTrace,mapDimension,nodesInfo)
//base case
if goal found
return 1;
else
check west wall
 if not walked and not wall
        DFS(the new node one step west)
        return 1
check north wall
 if not walked and not wall
        DFS(the new node one step west)
        return 1
check east wall
 if not walked and not wall
        DFS(the new node one step west)
        return 1
check south wall if not walked and not wall
        DFS(the new node one step west)
        return 1
goal not found
return 0;


BFS(maze,start node, maze dimension)
create new Queue
create a list to track
add node to two lists
while(Queue is not empty)
        poll the node
        if(four directions within dimension of maze)
                expand node
                add its last node
                if goal found
                        return 1
                else
                add new expanded node to Queue and checked list


Greedy(maze,start node, end node,dimensions)
create a PriorityQueue
make a checked list
calculate Manhattan distance and set it to the current node
add the node to the PriorityQueue
while(PriorityQueue is not empty)
poll the node from PriorityQueue
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add it to checked list
if goal found
        return 1
else
        for(four directions)
                if goal found
                        backTrace
                        return 1
                else if not wall
                        expande node
                        if goal found
                                return 1
                        else
                                calculate Manhatton Distance and set
to Node
                                if node isChecked == false
                                        add to PriorityQueue and
checklist
```