Description Solution Discuss (561) Submissions C++ Aut

490. The Maze

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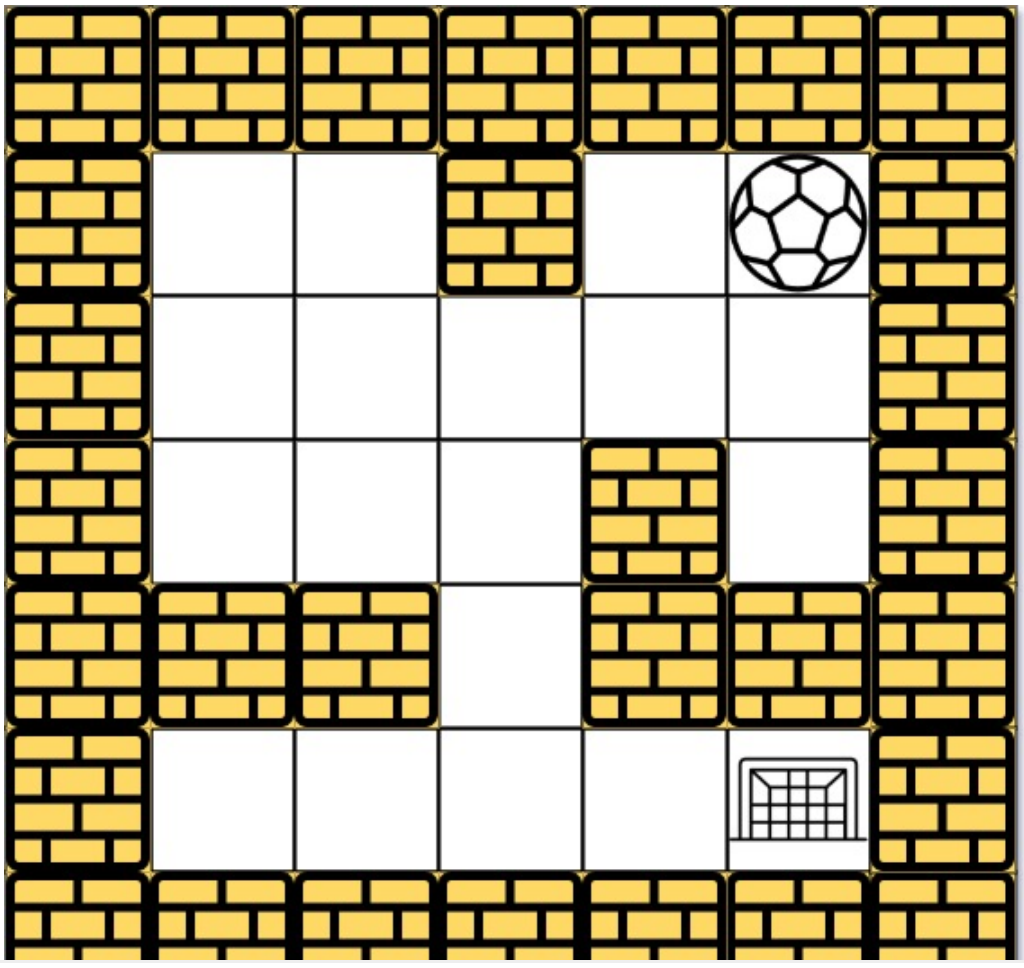
There is a ball in a `maze` with empty spaces (represented as `0`) and walls (represented as `1`). The ball can go through the empty spaces by rolling **up, down, left or right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

Given the `m x n maze`, the ball's `start` position and the `destination`, where `start = [start_row, start_col]` and `destination = [destination_row, destination_col]`, return `true` if the ball can stop at the destination, otherwise return `false`.

You may assume that **the borders of the maze are all walls** (see examples).

Example 1:



```
class Solutic
    vector<ve
public:
    bool isVc
y, int n, int
vector<vector
    {
        if(x
x >= n || y >
[y] == 1) ret
        retur
    }
    bool
canWeReach(ve
>& maze,int x
y,vector<int>
destination,i
    {
        maze[

        if(x
destination[0
destination[1
            r

        for(i
        {
            i
newy = y;

 while(isVali
[0], newy+dir
maze))
            {

dirs[i][0];

dirs[i][1];
            }

            i
[newy] != 2 &
canWeReach(mc
newy,destinat

        }

        retur
    }
```

Your previous code was re

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