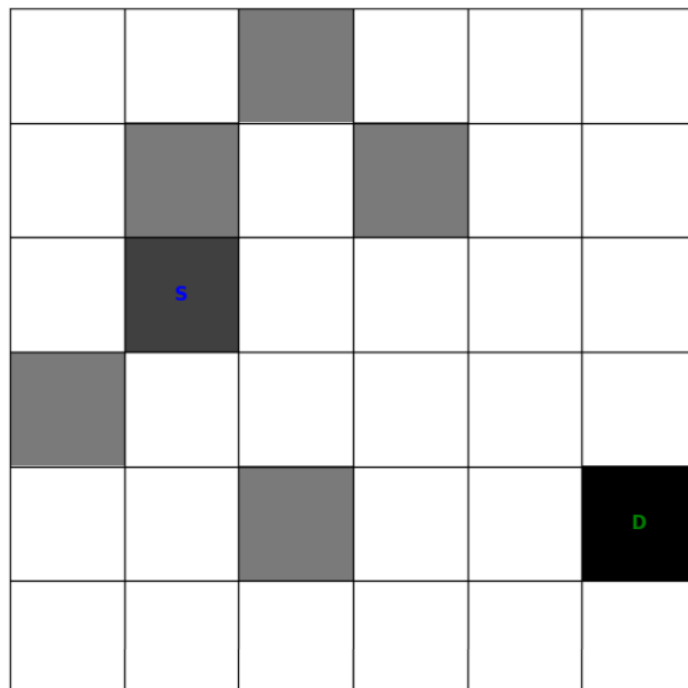# Programming 2

In the mysterious realm of Gridoria, adventurers navigate a perilous grid, marked with obstacles denoted by "1". Amidst this daunting landscape, they embark on a quest, starting at "S" and striving to reach the coveted destination marked by "D". Only by uncovering 100 most optimal paths can they unveil the secret to claim a triumphant flag.

PS: There could be more than 1 optimal path

Example:

white = 0 | black = 1
sol : [(2, 1), (3, 2), (4, 3), (4, 4), (4, 5)]