Vaccum Cleaner Agent

**Problem statement:**

Given M x N grid(floor) create an agent that moves around the grid until the entire grid is clean Move the agent anyway you see fit until the floor is clean Agent can start at any tile on the floor

**Algorithm:**

* **Create your clean function**
* **Create a print function that shows current position of the vaccum cleaner at every move your agent makes**
* **Floor is represented in this manner, # '1' represents dirty and '0' represents clean floor = [ [1, 0, 0, 0], [0, 1, 0, 1], [1, 0, 1, 1]]**
* **To clean simply convert '1' to '0'**