```c
//  Grid Path

#include<stdio.h>

int numberOfPaths(int m, int n)
{
    int count[++m][++n];
    for (int i = 0; i < m; i++)
        count[i][0] = 1;
    for (int j = 0; j < n; j++)
        count[0][j] = 1;
    for (int i = 1; i < m; i++)
    {
        for (int j = 1; j < n; j++)
         if((i==2||i==4)&&j==4)
            // when there is a hole in the path
            count[i][j]=0;
          else
            //no hole in that path
            count[i][j] = count[i-1][j] + count[i][j-1];
    }
    for(int i=0;i<m;i++){
        for(int j=0;j<n;++j){
            printf("| %d     ",count[i][j]);
        }
        printf("\n");
    }
    return count[m-1][n-1];
}

int main()
{
    printf("%d", numberOfPaths(5,10));

    return 0;
}
```