```cpp
1  //MazeSolver.h
2  #pragma once
3  #include <iostream>
4  #include <vector>
5  #include <string>
6
7  using namespace std;
8  class MazeSolver {
9  private:
10      long long int row;
11      long long int col;
12      long long int mario_row;
13      long long int mario_col;
14      int peach_row;
15      int peach_col;
16
17      vector<vector<char>> vect;
18
19  public:
20      MazeSolver();
21      MazeSolver(string maze_data);
22
23      void setMaze(string maze_data);
24
25      void goNorth(int curr_row, int curr_col, bool& rescue);
26      void goSouth(int curr_row, int curr_col, bool& rescue);
27      void goEast(int curr_row, int curr_col, bool& rescue);
28      void goWest(int curr_row, int curr_col, bool& rescue);
29      void searchForPath();
30      void print();
31  };
32
```