



```
int getRandomNeighbour(int node, ArrayList<Integer> adjacentCells, int size)
ArrayList<Integer> getUnvisitedNeighbours(int node, ArrayList<Integer> visited, int size)
ArrayList<Integer> getVisitedNeighbours(int node, ArrayList<Integer> visited, int size)
ArrayList<Integer> getNeighbours(int node, int size)
void addLink(Graph<Integer> maze, int n1, int n2)
void deleteLink(Graph<Integer> maze, int n1, int n2)
```