Key Data Structures and Concepts

* Each cell was represented as Clojure map with the keys North, East, South and West with a value of 0 for a wall in that direction and a 1 for no wall
* Each row was a collection of cells

Algorithms Used

* Binary tree
* Dijkstra

How Clojure Was Used and Contrasts With OOP

Testing

References

Maze Generator and Solver in Clojure  
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