Pathfinder Interface

- + string toString() const; + void createRandomMaze();
- + bool importMaze(string file_name);
- + vector<string> solveMaze();



Pathfinder

vector<string> solution; # int maze_grid[ROW_SIZE]
[COL_SIZE][Z_SIZE]
int current_maze[ROW_SIZE]
[COL_SIZE][Z_SIZE];

- + string toString() const;
- + void createRandomMaze();
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