PathfinderInterface.h

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

Pathfinder.h

+Pathfinder();
+~Pathfinder();
+toString(); string
+createRandomMaze(); void
+importMaze(string file_name); bool
-find_maze_path(int grid[X_SIZE][Y_SIZE][Z_SIZE], int x,
int y, int z); bool

+X_SIZE; const int
+Y_SIZE; const int
+Z_SIZE; const int
+OPEN_SPACE; const int
+WALL;const int
+TEMPORARY;const int
+PATH;const int
+solveMaze(); vector<string>
-solution; vector<string>
-maze_grid[X_SIZE][Y_SIZE][Z_SIZE]; int
-current_maze_grid[X_SIZE][Y_SIZE][Z_SIZE]; int