**Part a**

public Location getNextLoc(int row, int col)

{

if (row == grid.length – 1)

{

return new Location(row, col + 1);

}

else if (col == grid[0].length – 1)

{

return new Location(row + 1, col);

}

else if (grid[row + 1][col] < grid[row][col + 1])

{

return new Location(row + 1, col);

}

else

{

return new Location(row, col + 1);

}

}

**Part b**

public int sumPath(int row, int col)

{

int sum = 0;

while(row < grid.length - 1 || col < grid[0].length - 1)

{

sum += grid[row][col];

Location newLoc = getNextLoc(row, col);

row = newLoc.getRow();

col = newLoc.getCol();

}

sum += grid[row][col];

return sum;

}