**algorithmic methods of Map2D**

. shortestPath -This method computes the shortest path between two points in the map using a breadth-first search (BFS) algorithm. It takes two `Pixel2D` objects representing the start and destination pixels, and an `obsColor` parameter that indicates the color of obstacle pixels. The method returns an array of `Pixel2D` objects representing the shortest path from the start to the destination If no path is found, it returns null

Fill-This method performs a flood fill operation starting from the specified pixel xy with the new color `new\_v`. It fills the connected region in the map with the new color, following the flood fill algorithm. The method returns `0` after the operation is complete.

allDistance -This method calculates a new map where each pixel's value represents the shortest distance from the start pixel to that pixel. Pixels that contain an obstacle (specified by `obsColor`) or are unreachable from the start pixel are marked with `-1`. The method takes the start pixel and the obstacle color as parameters and returns a new `Map2D` object with the computed distance