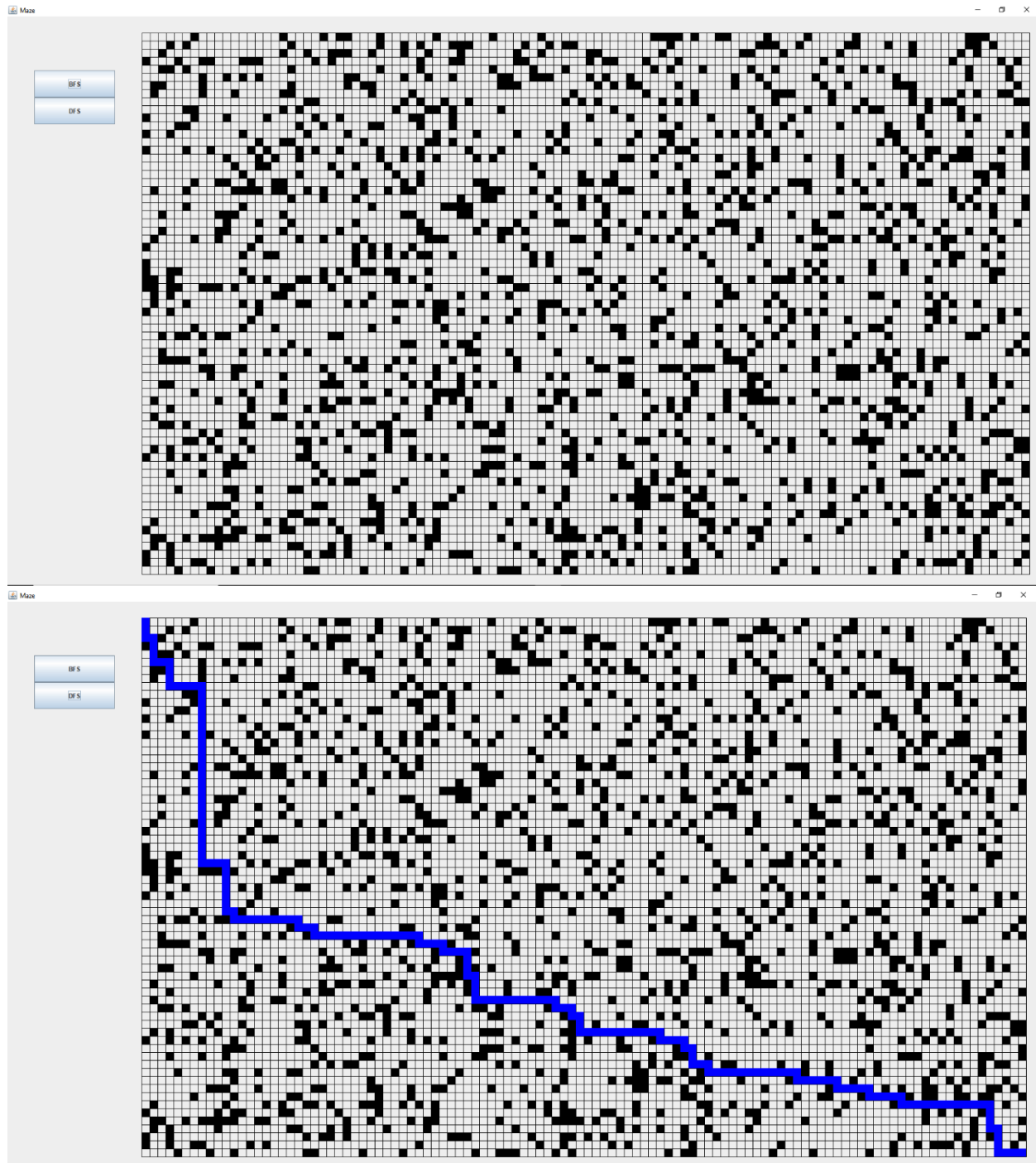**In this java project I create a random grid (displayed on GUI) to implement the Breadth-First Search and Depth-First Search algorithms. The goal is to find a path from the top left cell to the bottom right cell ("black" squares are obstacles). In BFS, this program also computes the shortest path possible.**

Maze Breadth-First Search Example

Maze Depth-First Search