Assignment 2 – PART 2   SU18 CS1027

For this portion, you will be creating a new program file SearchForTreasure.java
Here you will use LinkedStack.java to complete the task.

You will need to search the maze for treasure, and report how much you found at the end of the program.

Additional classes from Lectures you will need
- `LinkedStack.java`

Classes to update!
- `Hexagon.java`

New Labyrinth
- labyrinth4.txt – has treasure

Task 2. SearchForTreasure.java

You will create a class `SearchForTreasure` that has a main method only, which will search a labyrinth and look for all the treasure – Exits are not important to us anymore!

The algorithm will likely be similar to SearchForExit.java, but you will use a LinkedStack for your stack of tiles, instead of an ArrayStack.
At the end, you must output (substitute in actual values for numTiles and numTreasure):

```
Number of tiles in labyrinth: numTiles
Amount of treasure found: numTreasure
```

Where the number of tiles is the number of open tiles (non walls) in the labyrinth that you searched.

The labyrith4.txt file contains treasure