|  |  |  |
| --- | --- | --- |
| **Input** | **Maze** | **Validity** |
| 4 4  ####  #...  #.##  #.## | |  |  |  |  | | --- | --- | --- | --- | | x | x | x | x | | x |  |  |  | | x |  | x | x | | x |  | x | x | | Valid |
| 5 5  #.###  #..##  ##..#  #.#.#  ###.# | |  |  |  |  |  | | --- | --- | --- | --- | --- | | x |  | x | x | x | | x |  |  | x | x | | x | x |  |  | x | | x |  | x |  | x | | x | x | x |  | x | | Valid |
| 5 1  #  #  .  .  # | |  | | --- | | x | | x | |  | |  | | x | | Valid |
| 2 2  #.  .# | |  |  | | --- | --- | | x |  | |  | x | | Invalid  (reason: no path between 2 openning points) |
| 3 4  #..#  #.##  #.## | |  |  |  |  | | --- | --- | --- | --- | | x |  |  | x | | x |  | x | x | | x |  | x | x | | Invalid  (reason: 3 openning points) |
| 3 4  #.##  #...  #.## | |  |  |  |  | | --- | --- | --- | --- | | x |  | x | x | | x |  |  |  | | x |  | x | x | | Invalid  (reason: 3 openning points) |

A valid maze has exactly **one entry point** and exactly **one exit point** (exactly 2 openings in the edges) and there must be at least **one path** from the entry point to exit point.