**2. Given the algorithm, main function, and maze shown at the end of problem 1, what are the first 12 (r,c) coordinates popped off the stack by the algorithm?**

(5,6) (6,6) (4,6) (4,7) (4,8) (3,8) (2,8) (1,8) (1,7) (3,6) (5,5) (5,4) (4,4)

**4. Given the same main function and maze as are shown at the end of problem 1, what are the first 12 (r,c) coordinates popped from the queue in your queue-based algorithm?**

(5,6) (5,5) (4,6) (6,6) (5,4) (3,6) (4,7) (5,3) (4,4) (4,8) (5,2) (3,4) (3,8)

**How do the two algorithms differ from each other?**

The first algorithm using stacks pops or pushes valid coordinates on top of the stack whereas the second algorithm using queue pops the “oldest” valid coordinate in the front of the queue and pushes valid coordinates in the back/end. Think of the tray analogy for the first algorithm where only the top tray can be touched. And think of the waiting line analogy for the second algorithm where it is a “first-come-first-served” basis.