**Question 2**

First 12 (r, c) coordinates:

1. (4,6)
2. (3,6)
3. (5,6)
4. (5,7)
5. (5,8)
6. (6,8)
7. (7,8)
8. (8,8)
9. (8,7)
10. (6,6)
11. (4,5)
12. (4,4)

**Question 4**

First 12 (r, c) coordinates:

1. (4,6)
2. (4,5)
3. (5,6)
4. (3,6)
5. (4,4)
6. (6,6)
7. (5,7)
8. (4,3)
9. (5,4)
10. (5,8)
11. (4,2)
12. (6,4)

* A stack and a queue differ from each other in that a stack is a depth-first seach and a queue is a breadth-first search. To be specific, a stack utilizes the LIFO principle, or last-in first-out, meaning that whichever object is added last, leaves the stack first. As a result, these searches tend to go deep in the same direction until it reaches a dead end. In the case of a maze, searching with a stack would mean that all cells in one direction would be searched first and once it hits a dead end, it would go back to the last intersection and begin another deep search into a different direction. On the other hand, a queue utilizes the FIFO principle, or first-in first-out, meaning that the object added first is the first one to leave the queue. As a result, these searches tend to expand out like ripples in a pond as they explore each new end of the queue. In the case of a maze, seaching with a queue would mean that the cells closer to the origin, get explored first and the order of exploration ripples out like waves, causing cells further away from the origin to be explored later than the cells closer to the origin.