2. Coordinates Popped Off From Stack

1. Coord(4, 3)

2. Coord(3, 3)

3. Coord(5, 3)

4. Coord(5, 2)

5. Coord(5, 1)

6. Coord(6, 1)

7. Coord(7, 1)

8. Coord(8, 1)

9. Coord(8, 2)

10. Coord(6, 3)

11. Coord(4, 4)

12. Coord(4, 5)

4. Coordinates Popped Off From Queue

1. Coord(4, 3)

2. Coord(4, 4)

3. Coord(5, 3)

4. Coord(3, 3)

5. Coord(4, 5)

6. Coord(6 ,3)

7. Coord(5, 2)

8. Coord(4, 6)

9. Coord(5, 5)

10. Coord(5, 1)

11. Coord(4, 7)

12. Coord(6, 5)

The two algorithms differ because a mazestack.cpp uses a depth-first search algorithm while mazequeue.cpp uses a breath-first search algorithm. In a depth-first search, we search an entire path of the maze until we get to a dead-end, and then we start a different path from the last divergence. In a breath-first search, we search every path divergence one step at a time until we find the right path.