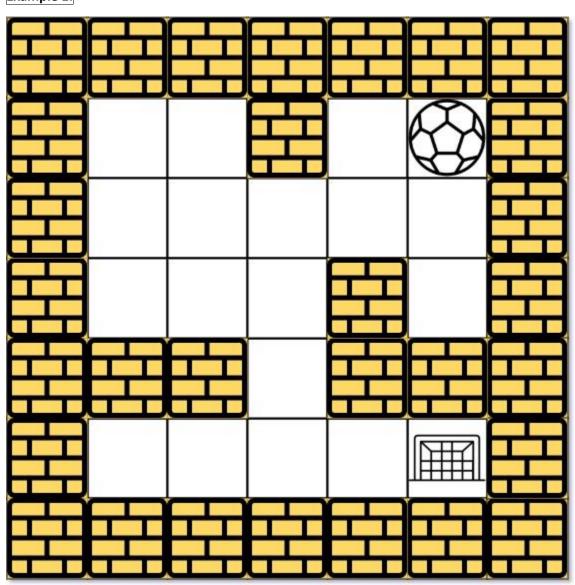
# <u>490. The Maze</u>

There is a ball in a maze with empty spaces (represented as 0) and walls (represented as 1). The ball can go through the empty spaces by rolling **up, down, left or right**, but it won't stop rolling until hitting a wall. When the ball stops, it could choose the next direction.

Given the m x n maze, the ball's start position and the destination, where start = [start, start] and destination = [destination, destination], return true if the ball can stop at the destination, otherwise return false.

You may assume that the borders of the maze are all walls (see examples).

### Example 1:

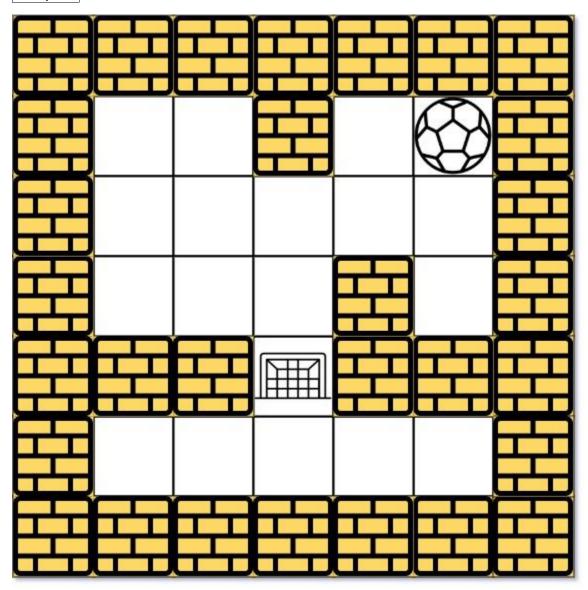


**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [4,4]

Output: true

**Explanation:** One possible way is: left -> down -> left -> down -> right -> down -> right.

## Example 2:



**Input:** maze = [[0,0,1,0,0],[0,0,0,0,0],[0,0,0,1,0],[1,1,0,1,1],[0,0,0,0,0]], start = [0,4], destination = [3,2]

Output: false

**Explanation:** There is no way for the ball to stop at the destination. Notice that you can pass through the destination but you cannot stop there.

## Example 3:

**Input:** maze = [[0,0,0,0,0],[1,1,0,0,1],[0,0,0,0,0],[0,1,0,0,1],[0,1,0,0,0]], start = [4,3], destination = [0,1]

## Output: false

## **Constraints:**

```
m == maze.length
n == maze[i].length
1 <= m, n <= 100
maze[i][j] is 0 or 1.

start.length == 2
destination.length == 2
0 <= start_{oo}, destination_{oo} <= m
0 <= start_{oo}, destination_{oo} <= n
```

Both the ball and the destination exist in an empty space, and they will not be in the same position initially.

The maze contains at least 2 empty spaces.