Flowchart for Maze class. current = grid[0][0]; //grid of new squares was initialized stack = new Stack⇔(); Square current; Stack<Square> stack; current.isVisited = true; //property to keep track of next square in the path true True False next != null stack.size() > 0 True False stack.push(current); True merge(current, next); current = next; current.pop(); break;