MyMaze

- -maze:Cell[][]MyMaze
- +<<constructor>>MyMaze(rows:int,cols:int)
- +makeMaze(rows:int,cols:int):MvMaze
- +printMaze(path:boolean)
- +determinePrintStatus(pathTraveled:boolean,userPreference:boolean):boolean
- +solveMaze()
- +determineSolutionViability(neighborVisited:boolean,wall:boolean):boolean
- +main(args:String[])

Cell

- -visited:boolean
- -right:boolean
- -bottom:boolean
- +getVisited():boolean
- +getRight():boolean
- +getBottom():boolean
- +getVisited(visited:boolean)
- +getRight(right:boolean)
- +getBottom(bottom:boolean)