

```
#include "question6.hpp"

using boost::numeric::ublas::matrix;

namespace question6 {

    std::vector<int> computeSpots(matrix<int> dynaMat) {
        std::vector<int> spots;
        int row(dynaMat.size1() - 1),
            col(dynaMat.size2() - 1);

        bool goUp = true;

        while(row > 0) {
            if(col == 0) {
                break;
            }

            int nextRow = (goUp) ? row-1 : row,
                nextCol = (!goUp)? col-1 : col;

            if(dynaMat(row, col) > dynaMat(nextRow, nextCol)) {
                if(goUp) {
                    spots.push_back(row - 1);
                }

                // Invert direction and re-establish the next cell
                goUp = not goUp;
                nextRow = (goUp) ? row-1 : row;
                nextCol = (!goUp)? col-1 : col;
            }

            row = nextRow;
            col = nextCol;
        }
        return spots;
    }
}
```