**Maze solver**

In this exercise, we want to write a program that will find a route between two points in a maze.

Here's an example [maze](https://assets.aaonline.io/fullstack/ruby/projects/maze_solver/maze1.txt). It has an 'S' for the start point, and an 'E' for an endpoint.

You should write a program that will read in the maze, try to explore a path through it to the end, and then print out a completed path [like so](https://assets.aaonline.io/fullstack/ruby/projects/maze_solver/maze1_solution.txt). If there is no such path, it should inform the user.

Make your program run as a command line script, taking in the name of a maze file on the command line.

Your path through the maze should not be self-intersecting, of course.

When you have found a first solution, write a version which will be sure to find the *shortest path* through the maze.

**Resources**

**NB**: Try taking a naive approach first. Once you've got something working read on...

* [Reading Files](https://stackoverflow.com/a/24224062)
* Simple-ish explanation for computer [pathfinding](http://archive.gamedev.net/archive/reference/articles/article2003.html) (start at "Starting the Search" heading)
* [Wikipedia](http://en.wikipedia.org/wiki/Maze_solving_algorithm#Shortest_path_algorithm): maze shortest path