CS301 GDB

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According to the given scenario, I will suggest the **Stack Data Structure** instead of Queue, because in the given maze puzzle game to visit the all-possible paths and we need to trace the visited path. When we are moving in the maze puzzle game using Stack, we can push the index of the last visited cell till the end of the maze, just we have to pop elements from the stack until the Stack Top has another way to move. By using Stack, we find the correct path in the shortest time.

**Why I don’t suggest the Queue Data Structure:**

If we use Queue, after finding the unsuccessful path and we have to start again from entry point as we know queue follows the **FIFO** and only allows deletion from the front and Queue is also time taking.