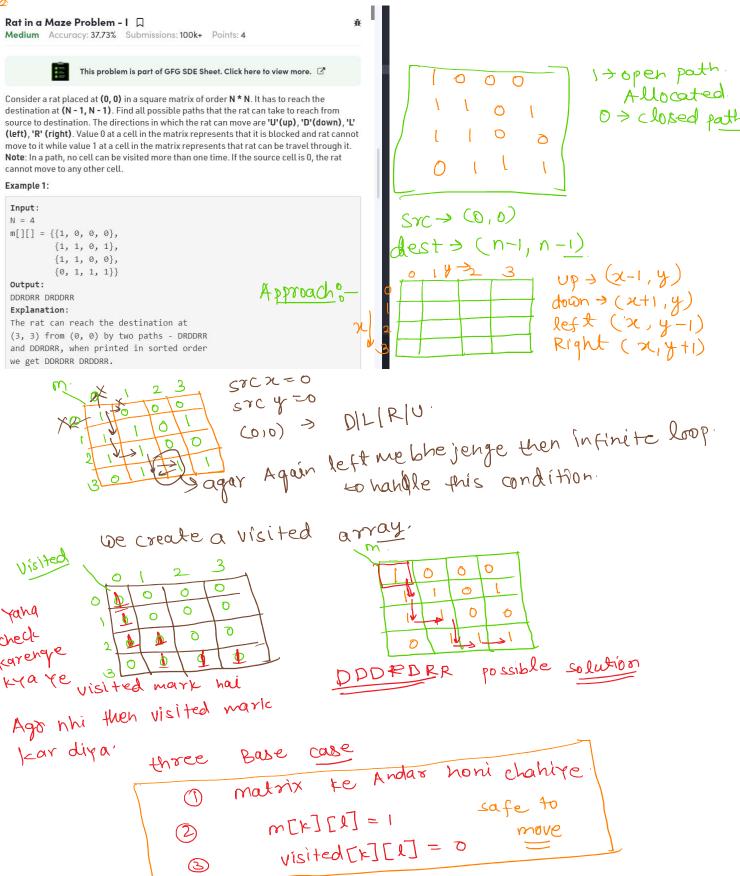
## Find paths

10 June 2022 00





```
| Lar diya:

three Base case

| Matrix te Andar honi chahipe |
| Matrix te Andar honi chahipe |
| Safe to |
| Wisited[x][] = 0 move
```

```
.
vector<string> findPath(vector<vector<int>> &m, int n) {
    vector<string> ans;
                                                                                   bool issafe(int x, int y, int n, vector<vector<int>>m, vector<vector<int>> visited)
    if(m[0][0] == 0)
                                                                                        if((x \ge 0 \&\& x < n) \&\& (y \ge 0 \&\& y < n) \&\& m[x][y] == 1 \&\& visited[x][y] == 0)
        return ans;
                                                                                            return true;
   int x = 0;
int y = 0;
vector<vector<int>> visited = m;
                                                                                            return false;
    for(int i = 0; i < n; i++)
                                                                                   void solve(vector<vector<int>>%m, int n, vector<string>%ans, string path,
vector<vector<int>> &visited,int x, int y)
             visited[i][j] = 0;
    string path = "";
                                                                                                  ans.push_back(path);
    solve(m,n,ans,path,visited,x,y);
sort(ans.begin(), ans.end());
                                                                                             visited[x][y] = 1;
                                                                                             int newx = x + 1;
                                                                                            int newy = y;
if(issafe(newx, newy, n, m, visited))
                                                                                                 path.push_back('D');
                                                                                                 solve(m, n, ans, path, visited, newx, newy);
```