System -Node *mazeChain -Node *startNode -Node *endNode -Graph *currentGraph +Node* searchMaze(Graph *currentGraph, Node *startNode, Node *endNode) +bool readMazeFile(string fileName) +bool constructGraph()

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Menu

- +void printHeader()
- +string printFileMenu()
- +void printNodeInformation(Node *startNode, Node *endNode)
- +void printNodePath(*nodePath)
- +void printFooter()

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Graph

- -size t size
- -Node* graph
 -int graphIndex
- +Graph()
- +Graph(int graphSize)
- +void addNode(Node *nodeToAdd) +void createGraph()
- +void createGraph()

Node

- +bool visited
- -string name
- -Node *attachedNodes[4]
- +Node(string newName)
- +Node()
- +string getNodeName()
- +void setNodeName(string newName)
- +bool attachNewNode(Node *newNode, int direction)
- +Node* getAttachedNode(int direction)