**Rat In a Maze All Paths**

#include <bits/stdc++.h>

void solveMaze(int row, int col, int size, vector<vector<int>>& maze, vector<vector<int>>& visited, vector<vector<int>>& result) {

if (row < 0 || col < 0 || row >= size || col >= size || visited[row][col] == 1 || maze[row][col] == 0) {

return;

}

if (row == size - 1 && col == size - 1) {

vector<int> path;

visited[row][col] = 1;

for (int i = 0; i < size; i++) {

for (int j = 0; j < size; j++) {

path.push\_back(visited[i][j]);

}

}

visited[row][col] = 0;

result.push\_back(path);

return;

}

visited[row][col] = 1;

solveMaze(row - 1, col, size, maze, visited, result);

solveMaze(row + 1, col, size, maze, visited, result);

solveMaze(row, col - 1, size, maze, visited, result);

solveMaze(row, col + 1, size, maze, visited, result);

visited[row][col] = 0;

}

vector<vector<int>> ratInAMaze(vector<vector<int>>& maze, int n) {

vector<vector<int>> visited(n, vector<int>(n, 0));

vector<vector<int>> result;

if (maze[0][0] == 0) {

return result;

}

solveMaze(0, 0, n, maze, visited, result);

return result;

}