

S-1

	D	C	G	F	E	R
Visited	0	0	0	0	0	0

queue:

print:

S-2

	D	C	G	F	E	R
Visited	1	0	0	0	0	0

queue: ● 0

print: ●

S-3

	D	C	G	F	E	R
Visited	1	0	0	0	0	0

queue

print 0

S-4

	D	C	G	F	E	R
Visited	1	1	0	0	0	0

queue

print 0

S-5

	D	C	G	F	E	R
Visited	1	1	1	0	0	0

queue G

print D C

S-6

	D	C	G	F	E	R
Visited	1	1	1	1	0	0

queue F

print D C G

S-7

	D	C	G	F	E	R
Visited	1	1	1	1	1	0

queue E

print D C G F

S-8

	D	C	G	F	E	R
Visited	1	1	1	1	1	1

queue R

print D C G F E

	O	C	G	F	E	R
visited	1	1	1	1	1	1

queue

print O C G F E R

→ O, visited - 0, queue -

→ O, visited - 1, queue - 0

add O to queue and mark visited

→ O, visited - 1, queue - 1, print - 0

remove O to queue & print O

→ visited O, C, K.

1 1 1

Queue : C K

C and K is added to the queue, Mark C & K as visited

→ visited : O, C, K

1 1 1

Queue : K

C is removed from the queue, O, C are printed

Visited O C K G
1 1 1 1

Queue: K G

Add G to the queue

Visited: O C K G
1 1 1 1

Queue: G

Remove K from the queue, print O C K

#

Visited O C K G
1 1 1 1

Queue:

Remove G from the queue, print O C K G

Visited : O C K G D
1 1 1 1 1

Queue: D

Add D to the queue and mark D as it is
Visited.

Visited: O C K G D
1 1 1 1 1

Queue:

Remove D from the queue, print O C K G D

Visited: O C K G D A I
1 1 1 1 1 1 1

Queue: A I

Add A, I to queue
and mark as visited.

Visited: O C K G D A I
 1 1 1 1 1 1

Queue: I

Remove A from the queue, print OCKGDA

Visited: O C K G D A I B
 1 1 1 1 1 1 1

Queue: IB

Add B to queue and Mark B as it is visited

Visited: O C K G D A I B R
 1 1 1 1 1 1 1 1

Queue: IR

Add R to the queue and mark as visited.

Code

```
from collections import deque
```

```
def has_path(maze, start, end):
```

```
    if not maze or not maze[0]:
```

```
        return False
```

```
    rows, cols = len(maze), len(maze[0])
```

```
    visited = set()
```

```
    queue = deque([start])
```

```
    directions = [(0, 1), (1, 0), (0, -1), (-1, 0)] # Right, Down, Left, Up
```

```
    while queue:
```

```
        r, c = queue.popleft()
```

```
        if (r, c) == end:
```

```
            return True
```

```
        visited.add((r, c))
```

```
        for dr, dc in directions:
```

```
            new_r, new_c = r + dr, c + dc
```

```
            if 0 <= new_r < rows and 0 <= new_c < cols and maze[new_r][new_c] == 0 and (new_r, new_c)
not in visited:
```

```
                queue.append((new_r, new_c))
```

```
                visited.add((new_r, new_c))
```

```
    return False
```

```
# Given maze
maze = [
    [0, 0, 1, 0, 0],
    [0, 0, 0, 0, 0],
    [0, 0, 0, 1, 0],
    [1, 1, 0, 1, 1],
    [0, 0, 0, 0, 0]
]

start = (0, 0)
end = (4, 4)

if has_path(maze, start, end):
    print("There is a path from start to end.")
else:
    print("There is no path from start to end.")
```

Output:

