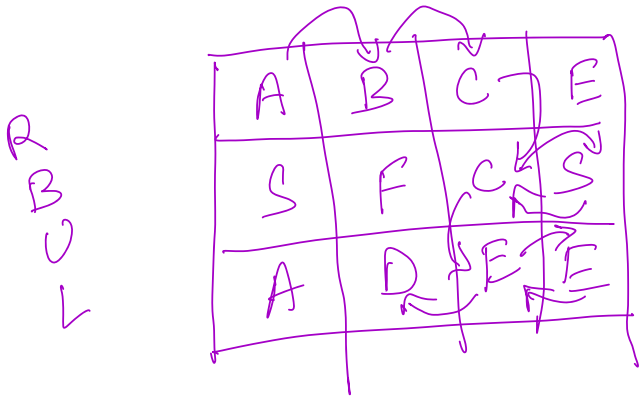
Recursive Backtracking



RBUL

Input: board =
word = "ABCCED"

Output: True

1. Go to All neighbors for search of word[i], if word[i] is found, increment i+1 and go to child neighbors (DFS). If none of the neighbors have word[i] backtrack.
Also mark the already in DFS nodes as visited so we don't go back to it.