

## Project #5

### Part b

A shortest path in a maze is a path from the start to the goal with the smallest number of steps. Write two functions `findShortestPath1` and `findShortestPath2` that each find a shortest path in a maze if a path from the start to the goal exists.

The first algorithm should use a depth-first search and the second algorithm should use a breadth-first search.

In each case, if a solution exists the solver should simulate the solution to each maze by calling the `maze::print()` function after each move.

Each function should return `true` if any paths are found, and `false` otherwise.