2. Maze Stack: first 12 coordinates

(3,5)

(3,6)

(3,4)

(2,4)

(1,4)

(1,3)

(1,2)

(1,1)

(2,1)

(3,3)

(4,5)

(5,5)

4. Maze Queue: first 12 coordinates

(3,5)

(4,5)

(3,4)

(3,6)

(5,5)

(3,3)

(2,4)

(6,5)

(5,4)

(1,4)

(7,5)

(5,3)

Because the coordinate stack in problem 1 will pull its next coord to evaluate off the front of the stack where new coordinates are put in, it will behave in a more “aggressive” manner where it will move outward on one path quickly until that path becomes blocked. This can be seen in coordinates 3 through 9 where it continues on that path without interruption. I would liken this one to a person or a mouse attempting to move in a direction until it reaches a dead end, where it then continues on a new path until it gets blocked (and so on).

In problem 2, because of the nature of pulling the oldest coordinate to evaluate out of the queue, the algorithm will not favor a single direction or path the way that the stack algorithm does. The queue algorithm has a more steady approach where it will consistently branch out in each direction until that direction becomes blocked. I would liken this approach to having a source of water on the starting coordinate and watching how it slowly spreads out in each direction evenly, barring the walls and dead ends that block it.