Analysis

1.I chose depth first search because I felt that it was more efficient than having to manually trace out each vertex like in breadth first search.

2. I felt depth first search was more realistic because you are most likely to explore each path all the way down rather than each path only partially through before iterating one step deeper with all the other available paths.

Summary

1.The most trouble I had with this assignment was running through all the different possible paths without causing a stack overflow exception. This was solved by more extensive testing.

2. I learned more about traversing graphs from this assignment, as well as maze solving.