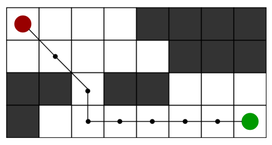
Store a Grid in Your Program



In order to write the A* search algorithm, you will need a grid or "board" to search through. We'll be working with this board throughout the remaining exercises, and we'll start by storing a hard-coded board in the main function. In later exercises, you will write code to read the board from a file.

To Complete This Exercise:

1. In the `main` function, declare a variable `board` as a vector of vectors of ints: `vector<vector<int>>`.
2. Assign this data to the board variable:

```
{{0, 1, 0, 0, 0, 0},
{0, 1, 0, 0, 0, 0},
{0, 1, 0, 0, 0, 0},
{0, 1, 0, 0, 0, 0},
{0, 0, 0, 0, 1, 0}}
```

Note: you will need to include the `vector` library, just as `iostream` is included. You will also need to use the namespace `std::vector` if you want to write `vector` rather than `std::vector` in your code.

This exercise will be ungraded, but if you get stuck, you can find the solution in `solution.cpp`. Finally, if you feel a little crowded in the editor below and need more space to work, you can click the "Expand" button in the lower left corner.