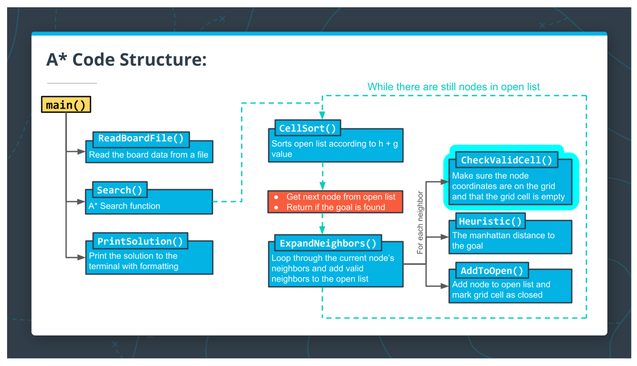
Check for Valid Neighbors

https://video.udacity-data.com/topher/2019/February/5c7626b2_l2-check-for-valid-neighbors/l2-check-for-valid-neighbors_720p.mp4



Completing the `CheckValidCell()` function

Nice work, you are almost done with your program! The last part of the A* algorithm to be implemented is the part that adds neighboring nodes to the open vector. In order to expand your A* search from the current node to neighboring nodes, you first will need to check that neighboring grid cells are not closed, and that they are not an obstacle. In this exercise, you will write a function `CheckValidCell` that does exactly this.

To Complete This Exercise:

> Write a function `bool CheckValidCell` that accepts two `ints` for the x and y coordinates and a reference to the `grid`. The function should do two things:
>
> 1. Check that the (x, y) coordinate pair is on the grid.
> 2. Check that the grid at (x, y) is `kEmpty` (this is the default case if the grid cell is not `kClosed` or a `kObstacle`). If both of these conditions are true, then `CheckValidCell` should return `true`. Otherwise, it should return `false`.