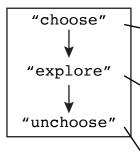
Backtracking Notes

Every backtracking problem can be solved by the following strategy:

Use an iterator to list all the possible starting points for our recursion.



Select one number by adding it to a stack that holds the current branch.

Recursively call the 'explore_helper' function which will carry on the recursion and pass along the stack which contains the numbers chosen in the current branch.

Remove the recently added number and go back to step 1 to explore another sub-branch.

The termination condition that will stop the recursion and add the current branch to the 'results' list is given by the comparison between the length of the branch and the length of the original list to permute.