Rotina maze to reach from (S-7E) findpath (notrix) {
int n = notrix. size () hoper (notrix, r, c, path, N= natrix-size() if (reall coll rozal) haper (not, 0,0, path, CD= 1 [matrix [[][c] or) Just matrix [1][C]==-1, refure and; 1elurn ? if (r== n-1 8 c== n-1) } ars. pushback (path matrix [1][c]=-1 heiper(watrix, 1+1, c, path + "D', reper (watrix, r-1, e, path + 'v'+00) helper (matrix, r, c-1, poth + i'+ ors) Loper (matrix, c, c+1, path + R'+ ors) notin [1] [c]