Backtracking template

```cpp
bool backtrackingRecursiveFunction(args)
{
   › Base case test for success: return true
   › Base case test for failure: return false
   › Loop over several options for “what to do next”:
     • Tentatively “choose” one option
     • if (“explore” with recursive call returns true) return true
     • else That tentative idea didn’t work, so “un-choose” that option,
       but don’t return false yet!--let the loop explore the other options before giving up!
   › None of the options we tried in the loop worked, so return false

}```