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# Project 2: Eight Queens Problem

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# Overview

## Problem

- Start with a blank chess board
- Fill the board with queen pieces such that no queen can attack another queen, if the two were of opposite colors

## Task

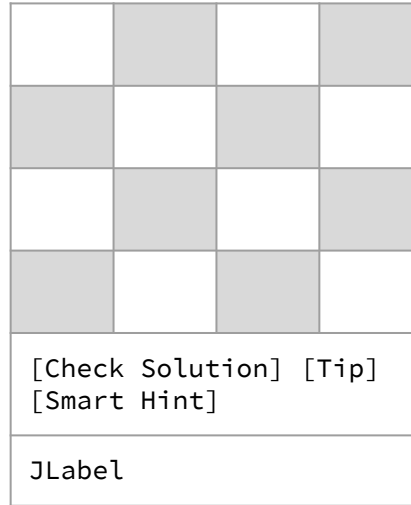
Create a Java GUI where the user can solve this problem

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# Design - General Structure

Board extends JFrame



Each square is an object

```
public class ChessSquare extends  
JComponent {  
    // Define instance variables  
    private Color backgroundColor;  
    private Color highlightColor;  
    private Color selectedColor;  
    private Image queenImage;  
    private boolean hasQueen;  
}
```

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# Organization & Solution Checking

**Multidimensional array of ChessSquare objects;**  
**Enum Solution Status**

```
private ChessSquare[][] chessSquares;  
private enum BacktrackingReturnType {  
    Accepted,  
    Possible,  
    Abandoned  
}  
  
private Object[] checkSolution(ChessSquare[][] chessSquares) {  
    // Nested for-loops  
    return new Object[] { BacktrackingReturnType.Abandoned,  
        row, col , rowOfFirstQueen, colOfFirstQueen };  
}
```

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# Design - Blind Tip

```
private Point blindTip(ChessSquare[][] chessSquares) { // Not recursive
    // Nested for loops
    ChessSquare square = chessSquares[row][col];
    if (!square.hasQueen()) {

        square.setQueen(true);
        BacktrackingReturnType returnVal = checkSolution(chessSquares)[0];
        square.setQueen(false);

        if (returnVal != BacktrackingReturnType.Abandoned) {
            return new Point(row, col);
        }
    }
    return null;
}
```

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# Design - Smart Tip

```
private ArrayList<Point> smartTip(ChessSquare[][] chessSquares) { // Recursive
    ArrayList<Point> suggestedSequence = new ArrayList<Point>();
    if (solutionStatus != BacktrackingReturnType.Abandoned) {
        // Copy partial solution to `suggestedSequence`

        // Try to find a better solution
        // Nested for loops
        if (!square.hasQueen()) {
            square.setQueen(true);
            ArrayList<Point> newSuggestedSequence = smartTip(chessSquares);
            square.setQueen(false);

            // Replace the suggested sequence with the new one if it has more queens
            if (newSuggestedSequence.size() > suggestedSequence.size()) {
                suggestedSequence = newSuggestedSequence;
            }
        }
        return suggestedSequence;
    }
}
```

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# Interesting Features

- Chess Board is customizable
    - Colors
    - Queen image
    - Board side-length
      - Ex: 10 X 10 boards
      - Solution checking
      - Blind and smart tips
  - Chess Board is scalable
    - Queens can be resized to many times their size
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