## **PROGRAM TITLE 11**

#### MAP COLORING CSP

#### AIM:

To Write the python program for Map Coloring to implement CSP.

### **PROCEDURE:**

- 1. Define the Problem: Define the map and the colors available for coloring.
- 2. Represent the Problem: Represent the map as a graph, where each region is a vertex, and adjacent regions are connected by edges. Also, define the colors available.
- 3. Implement the Constraints: Implement the is\_safe method to check if coloring a region with a specific color violates any constraints.
- 4. Backtracking Search: Implement the solve method using a backtracking algorithm to find a solution that satisfies all constraints.
- 5. Solution: Print the solution, if found, showing each region and its corresponding color. Otherwise, indicate that no solution exists.

#### **CODING:**

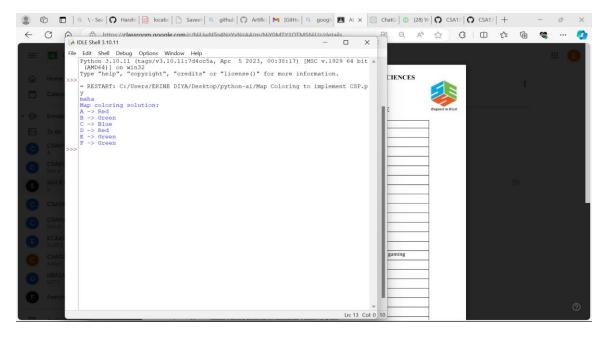
```
class MapColoring:
    def __init__(self, graph, colors):
        self.graph = graph
self.colors = colors
self.solution = {}

    def is_safe(self, vertex, color): for neighbor in
self.graph[vertex]: if neighbor in self.solution and
self.solution[neighbor] == color:
```

```
return False
return True
  def solve(self, vertex):
if vertex not in self.graph:
       return True
     for color in self.colors:
                                     if
self.is_safe(vertex, color):
self.solution[vertex] = color
                                       if
self.solve(next_vertex(vertex)):
             return True
self.solution.pop(vertex)
     return False
def next_vertex(vertex):
return vertex + 1
if \_name\_ == "\_main\_" :
  graph = {
     0:[1,2,3],
     1: [0, 2],
     2: [0, 1, 3],
     3: [0, 2]
  } colors = ['Red', 'Green', 'Blue',
```

'Yellow']

## **OUTPUT:**



# **RESULT:**

Hence the program been successfully executed and verified.