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Practical 7

Aim: Implement Hamiltonian Cycle using Backtracking.

Problem Statement:

The Smart City Transportation Department is designing a night-patrol route for security vehicles.

Each area of the city is represented as a vertex in a graph, and a road between two areas is represented as an edge.

The goal is to find a route that starts from the main headquarters (Area A), visits each area exactly once, and returns back to the headquarters — forming a Hamiltonian Cycle.

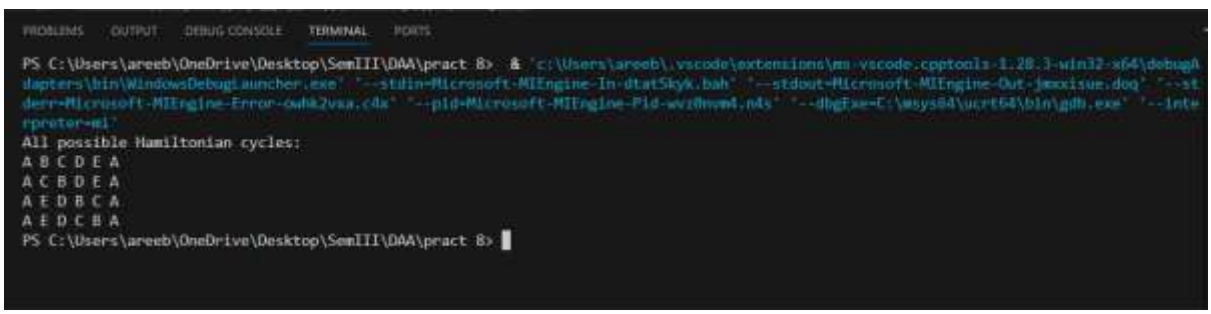
If such a route is not possible, display a suitable message.

Code:

```c
#include <stdio.h>

#define N 5

int G[N][N] = {
    {0, 1, 1, 0, 1},
    {1, 0, 1, 1, 0},
    {1, 1, 0, 1, 0},
    {0, 1, 1, 0, 1},
    {1, 0, 0, 1, 0}
};

int path[N];
int used[N] = {0};

void printCycle() {
    for (int i = 0; i < N; i++) {
        printf("%c ", 'A' + path[i]);
    }
    printf("%c\n", 'A' + path[0]);
}
```

```
void addToPath(int pos) {
    if (pos == N) {
        if (G[path[pos - 1]][path[0]] == 1) {
            printCycle();
        }
        return;
    }

    for (int v = 1; v < N; v++) {
        if (!used[v] && G[path[pos - 1]][v] == 1) {
            path[pos] = v;
            used[v] = 1;

            addToPath(pos + 1);

            used[v] = 0;
        }
    }
}

int main() {

    path[0] = 0;
    used[0] = 1;

    printf("All possible Hamiltonian cycles:\n");
    addToPath(1);
    return 0;
}
```

Output:



GFG problems