

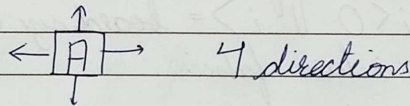
Backtracking III & Time Complexity Of Recursive Algorithm

Good network
well
class

Q Word Search

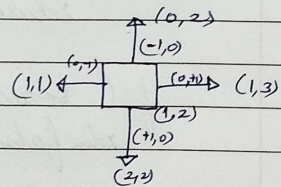
A	B	C	E
S	F	C	S
A	D	E	E

word = "ABCCED"



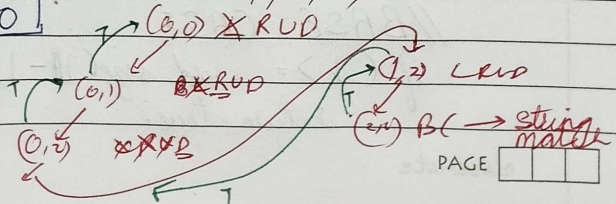
→ Start from each cell

→ left $(x, y-1)$
 right $(x, y+1)$
 up $(x-1, y)$
 down $(x+1, y)$



	0	1	2
0	B	A	B
1	L	A	B
2	V	K	O

word = "BABBAR"



boundary

visited

match

DATE

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```
bool exist (vector<vector<char>> &board, string word) {  
    int m = board.size();  
    int n = board[0].size();
```

```
    // call from each cell
```

```
    for (int i = 0; i < m; i++)
```

```
        for (int j = 0; j < n; j++)
```

```
            if (solve (board, i, j, 0, word))  
                return true;
```

```
    return false;
```

```
}
```

```
bool solve (vector<vector<char>> &board, int i, int j, int k, string &word)
```

```
    // if not safe
```

```
    if (i < 0 || i >= board.size())  
        return false;
```

```
    if (j < 0 || j >= board[0].size())  
        return false;
```

```
    if (board[i][j] == '-')  
        return false;
```

```
    if (board[i][j] != word[k])  
        return false;
```

```
    // BASE CASE
```


```
    if (k >= word.size() - 1) // last char reached & this  
        return true;
```

```
    // condn wasn't false  
    // no all good
```

```
char ch = board[i][j];
```

```
// mark visited ✓
```

```
board[i][j] = '-';
```

```
// traverse L R U D 
```

```
bool left = solve(board, i, j-1, k+1, word);
```

```
— right = — (—, i, j+1, k+1, word);
```

```
— up = — (—, i-1, j, k+1, —)
```

```
— down = — (—, i+1, j, —, —)
```

```
board[i][j] = ch;
```

```
return left || right || up || down;
```

```
}
```

H/W Shorten call code using for loop.