

AI Assignment 5

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1. Map Colouring

Output:

```
                The Graph Is
A -> ['B', 'C', 'D']
B -> ['A', 'C']
C -> ['A', 'B', 'D', 'E']
D -> ['A', 'C', 'F', 'E']
E -> ['F', 'C', 'D']
F -> ['E', 'D', 'G']
G -> ['F']
```

```
                The Solution Is -
A -> Red
B -> Green
C -> Yellow
D -> Green
E -> Red
F -> Yellow
G -> Red
```

2. Cryptarithmic

Output:

```
Enter First Word - BASE
Enter Second Word - BALL
Enter Result - GAMES
Solution Is -
      BASE
+     BALL
-----
      GAMES

Result 1 = 7483 + 7455 = 14938
```

3. Crossword Puzzle: Output

===== The Initial Crossword is =====

```
# # # # # # # #
#           #
#   #   # # # #
#   #
#   #   # # # #
#   #   # # # #
#   # # # # # #
```

The Across Words Are : HYBRID, EARTH

The Down Words Are : BREAD, HELMET

===== The Final Crossword is =====

```
# # # # # # # #
# H Y B R I D #
# E # R # # # #
# L # E A R T H
# M # A # # # #
# E # D # # # #
# T # # # # # #
```

Code:

1. Map Colouring

```
from colorama import Fore, Back, Style, init
init(strip=False)
init(autoreset=True)
class map_coloring():
    # Colors Used
    colors = [Fore.RED+'Red', Fore.GREEN+'Green', Fore.YELLOW+'Yellow',
Fore.MAGENTA+'Violet']
    # Map
    states = ['A', 'B', 'C', 'D', 'E', 'F', 'G']
    neighbors = {}
    neighbors['A'] = ['B', 'C', 'D']
    neighbors['B'] = ['A', 'C']
    neighbors['C'] = ['A', 'B', 'D', 'E']
    neighbors['D'] = ['A', 'C', 'F', 'E']
    neighbors['E'] = ['F', 'C', 'D']
    neighbors['F'] = ['E', 'D', 'G']
    neighbors['G'] = ['F']
    # Output
    colors_of_states = {}
    def print_graph(self):
        for key in self.neighbors:
            print(Fore.CYAN+ key + Fore.WHITE + ' -> ', self.neighbors[key])
    def promising(self, state, color):
        for neighbor in self.neighbors.get(state):
            color_of_neighbor = self.colors_of_states.get(neighbor)
            if color_of_neighbor == color:
                return False
        return True
    def get_color_for_state(self, state):
        for color in self.colors:
            if self.promising(state, color):
                return color
    def start(self):
        print(Fore.BLUE+"\n\n\t\tThe Graph Is ")
        self.print_graph()
```

```

print("\n\n")
for state in self.states:
    self.colors_of_states[state] = self.get_color_for_state(state)
    print(f"Color Used For State {state} is {self.colors_of_states[state]}")
    print(Fore.BLUE+"\n\n\t\tThe Solution Is - ")
    for key in self.colors_of_states:
        print(Fore.BLUE+key + Fore.WHITE+' -> ', self.colors_of_states[key])
temp = map_coloring()
temp.start()

```

2. Cryptarithmic

```

from colorama import Fore, Back, Style, init
init(strip=False)
init(autoreset=True)
class cryptarithmic():
    solved = False
    count = 0
    def start(self):
        word1 = input("Enter First Word - ").upper()
        word2 = input("Enter Second Word - ").upper()
        result = input("Enter Result - ").upper()
        values = []
        visited = [False for x in range(10)]
        equation = [word1, word2, result]
        # Get Unique Words
        set = []
        for c in word1:
            if c not in set:
                set.append(c)
        for c in word2:
            if c not in set:
                set.append(c)
        for c in result:
            if c not in set:
                set.append(c)
        if len(set) > 10:
            print("\nNo Solution (as values will repeat)\n")

```

```

        exit()
    print("Solution Is - ")
    print(f" \t{word1}\n+\t{word2}\n-----\n\t{result}\n\n")
    self.solve(set, values, visited, equation)
def solve(self, letters, values, visited, equation):
    if len(letters) == len(values):
        map = {}
        for letter, val in zip(letters, values):
            map[letter] = val
        if map[equation[0][0]] == 0 or map[equation[1][0]] == 0 or map[equation[2][0]] == 0:
            return
        word1, word2, res = "", "", ""
        for c in equation[0]:
            word1 += str(map[c])
        for c in equation[1]:
            word2 += str(map[c])
        for c in equation[2]:
            res += str(map[c])
        if int(word1) + int(word2) == int(res):
            self.count += 1
            print(Fore.GREEN+f"Result {self.count} = {word1} + {word2} = {res}\n")
            solved = True
        return
    for i in range(10):
        if not visited[i]:
            visited[i] = True
            values.append(i)
            self.solve(letters, values, visited, equation)
            values.pop()
            visited[i] = False
temp = cryptarithmic()
temp.start()

```

3. Crossword

```
from typing import List

def check_right(i, j, grid) -> tuple[int, int, int]:
    counter = 0
    while (counter + j) < len(grid[i]):
        if grid[i][j + counter] == ' ':
            counter += 1
        else:
            break
    if counter < 2:
        return None
    else:
        return (i, j, counter)

def check_down(i, j, grid) -> tuple[int, int, int]:
    counter = 0
    while (counter + i) < len(grid):
        if grid[i + counter][j] == ' ':
            counter += 1
        else:
            break
    if counter < 2:
        return None
    else:
        return (i, j, counter)

def get_across_slots(grid: list[str]):
    across_slots = []
    i = 0
    while i < len(grid):
        j = 0
        while j < len(grid[i]):
            if grid[i][j] == ' ':
                if slot := check_right(i, j, grid):
                    across_slots.append(slot)
                    j += slot[2]
            j += 1
        i += 1
```

```

    return across_slots

def get_down_slots(grid: list[str]):
    t_grid = []
    # Get transpose of grid
    for i in range(len(grid)):
        string = ''.join([row[i] for row in grid])
        t_grid.append(string)
    down_slots = get_across_slots(t_grid)
    # The down slots are for the transposed grid,
    # so we need to convert them to our original grid's coordinates
    down_slots = [(slot[1], slot[0], slot[2]) for slot in down_slots]
    return down_slots

def start(across_words: list[str], down_words: list[str], grid: list[str]) -> list[str]:
    across_slots = get_across_slots(grid)
    down_slots = get_down_slots(grid)
    # We need a mutable grid, so we use list[list[str]]
    mut_grid = []
    for i in range(len(grid)):
        arr = []
        for j in range(len(grid[i])):
            arr.append([grid[i][j]])
        mut_grid.append(arr)
    # Start filling the across words
    i = 0
    while len(across_words):
        used = False
        if used:
            across_slots.pop(i)
        else:
            i = (i + 1) % len(down_slots)
        if len(across_words[0]) == across_slots[i][2]:
            x, y, _ = across_slots[i]
            for counter, letter in enumerate(across_words[0]):
                mut_grid[x][y + counter] = [letter]
            else:
                used = True
            across_words.pop(0)

```



```

# Start filling the down words
i = 0
while len(down_words):
    used = False
    if used:
        down_slots.pop(i)
    else:
        i = (i + 1) % len(down_slots)
    if len(down_words[0]) == down_slots[i][2]:
        x, y, _ = down_slots[i]
        for counter, letter in enumerate(down_words[0]):
            mut_grid[x + counter][y] = [letter]
        else:
            used = True
        down_words.pop(0)
# Convert list[list[str]] to list[str]
grid = []
for i in range(len(mut_grid)):
    string = ""
    for j in range(len(mut_grid[i])):
        for k in range(len(mut_grid[i][j])):
            string += mut_grid[i][j][k][0]
    grid.append(string)
return grid

def display_grid(grid: list[str]) -> None:
    for row in grid:
        for col in row:
            print(f"{col:>2}", end='')
        print()

def main():
    ACROSS = ['HYBRID', 'EARTH']
    DOWN = ['BREAD', 'HELMET']
    grid = [
        "#####",
        "#      #",
        "# # ####",

```

```
"# #      ",  
"# # ####",  
"# # ####",  
"# #####",  
]
```

```
print(" The Initial Crossword is ".center(40, '='))  
display_grid(grid)  
print("The Across Words Are : ", ', '.join(ACROSS))  
print("The Down Words Are : ", ', '.join(DOWN))  
result = start(ACROSS, DOWN, grid)  
print('\n\n')  
print(" The Final Crossword is ".center(40, '='))  
display_grid(result)  
main()
```