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// Anthony Pucci
// 8 Queens Problem

# include <iostream>
# include <iomanip>
# include <fstream>

# define PATH "E:/4) Senior Year/2nd Semester/senior seminar/8 Queens Program/output-4.txt"
using namespace std;

void main()
{
    // Variable for file
    ofstream file;

    // Opening file
    file.open(PATH);

    cout << "Anthony Pucci" << endl;
    cout << "8 Queens Problem" << endl << endl;

    file << "Anthony Pucci" << endl;
    file << "8 Queens Problem" << endl << endl;

    // Variables
    int n = 0; // Size of the board in [n x n] form

    int rowTest = 0;
    int rowComp = 0;
    int colTest = 0;
    int colComp = 0;
    int temp = 0; // Used to set up board[n] equal to 0
    int locCounter = 0; // Used to bring values from board[n] to printBoard[83]

    int solNum = 0; // Solution number
    int current = 0; // The column currently moving
    int test = 0; // The column being compared with the moving column

    // Variables for horizontal print out
    int solCounter = 1; // current solution it is up to in the print out
    int currentLocation = 0; // current location in the solution array
    int i = 0; // counter for the 6 solutions per line
    int j = 0; // keeps track of where it is in solutions
    int loc = 0;
    int storeLoc = 0; // current location to store board array in solutions

    array<int, 83> solutions; // tracks how many solutions have been put into the
    // solutions array

    int row = 0;
    int col = 0;
    int check = 0;

    //int solutionsAcross = 84/max(12, n) + 3;

    // Array for horizontal print out
    int solution[83] = {}; // solutions array

    cout << "Please enter in the size of the NxN board: ";
    cin >> n;
    cout << endl << "n: " << n << endl << endl;
    file << "n: " << n << endl << endl;

    int jump = 14 - n; // jumps to the beginning of the next solution

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int* board = new int[n];

if (n < 3)
{
    cout << "The board must be at least a 4x4!" << endl;
} // if (n < 3)

//sets array to 0
while (temp < n)
{
    *(board + temp) = 0;
    temp = temp + 1;
} // while (temp < n)

current = current + 1;

// ----- Collision Detection -----

while (current != -1)
{
    rowTest = *(board + test);
    rowComp = *(board + current);

    colTest = test;
    colComp = current;

    // To prevent it from comparing to itself
    if (current == test)
    {
        current = current + 1;
        test = 0;

    } // if (current == test)

    // ----- ROW -----

    else if (*(board + current) == *(board + test))
    {
        test = 0;

        if ((board[current] + 1) > (n - 1))
        {
            while (board[current] == (n - 1))
            {
                current = current - 1;
                *(board + (current + 1)) = 0;
            } // while (board[current] == (n - 1))

            board[current] = board[current] + 1;
        }
        else
        {
            board[current] = board[current] + 1;
        } // else

        test = 0;

    } // else if (*(board + current) == *(board + test))

    // ----- DIAGONAL -----

    else if (abs(rowTest - rowComp) == abs(colTest - colComp))
    {

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test = 0;

// goes past the last row
if ((board[current] + 1) > (n - 1))
{
    while (board[current] == (n - 1))
    {
        current = current - 1;
        *(board + (current + 1)) = 0;
    } // while (board[current] == (n - 1))

    board[current] = board[current] + 1;

} // if ((board[current] + 1) > (n-1))

// still on board
else
{
    board[current] = board[current] + 1;
} // else

} // else if(abs(rowTest - rowComp) == abs(colTest - colComp))

// ----- NO COLLISION -----
else
{
    test = test + 1;

    if ((current == (n - 1)) && (test == (n - 1)))
    {
        solNum = solNum + 1;

        // ----- Print out -----

        // store the solution in the solution array
        while (loc < n)
        {
            solution[storeLoc] = *(board + loc);
            loc = loc + 1;
            storeLoc = storeLoc + 1;
        } // while (loc < n)

        loc = 0;
        tracker = tracker + 1;

        // Prints out the solution numbers and the actual solutions
        if (tracker == 6)
        {
            // Prints out the solution numbers
            i = 0;
            while (i < 6)
            {
                file << "Solution " << setw(5) << left << solCounter;
                solCounter = solCounter + 1;
                i = i + 1;
            } // while (i < 6)

            file << endl;

            // Board representation of the solutions
            row = 0;
            col = 0;

            while (row < n)

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{
    while (col < n*i)
    {
        while (check < n)
        {
            if (solution[col] == row)
            {
                file << "Q";
            } // if (solution[col] == row)
            else
            {
                file << "-";
            } // else

            col = col + 1;
            check = check + 1;
        } // while (check < n)

        j = 0;

        // Prints out the spaces between the solutions
        while (j < jump)
        {
            file << " ";
            j = j + 1;
        } // while (j < jump)

        j = 0;
        check = 0;
    } // while (col < n*i)

    file << endl;
    col = 0;
    row = row + 1;
} // while (row < n)

// Prints out the solutions
while (currentLocation != n*i)
{
    while (j < n)
    {
        file << solution[currentLocation];
        currentLocation = currentLocation + 1;
        j = j + 1;
    } // while (j < n)

    j = 0;

    // Prints out the spaces between the solutions
    while (j < jump)
    {
        file << " ";
        j = j + 1;
    } // while (j < jump)

    j = 0;
} // while (currentLocation != n*i)

file << endl << endl;

// Resets everything to 0 so it can restore next solutions in the array

// reset array to 0
while(temp < n*i)

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        {
            solution[temp] = 0;
            temp = temp + 1;
        } // while(temp < n*i)
        temp = 0;

        //solution[83] = {};
        tracker = 0;
        i = 0;
        loc = 0;
        storeLoc = 0;
        currentLocation = 0;

    } // if (tracker == 6)

    while (board[current] == (n - 1))
    {
        current = current - 1;

        *(board + (current + 1)) = 0;
        test = 0;
    } // while (board[current] == (n - 1))

    board[current] = board[current] + 1;
    test = 0;
} // if ((current == (n - 1)) && (test == (n - 1)))

} // else

} // while (current != -1)

if (tracker < 6)
{
    // Prints out the solution numbers
    while (solCounter != (solNum + 1))
    {
        file << "Solution " << setw(5) << left << solCounter;
        solCounter = solCounter + 1;
    } // while (solCounter != (solNum + 1))

    file << endl;
} // if (tracker < 6)

// Board representation of the solutions
row = 0;
col = 0;

while (row < n)
{
    while (col < n*tracker)
    {
        while (check < n)
        {
            if (solution[col] == row)
            {
                file << "Q";
            } // if (solution[col] == row)
            else
            {
                file << "-";
            } // else

            col = col + 1;

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        check = check + 1;
    } // while (check < n)

    j = 0;

    // Prints out the spaces between the solutions
    while (j < jump)
    {
        file << " ";
        j = j + 1;
    } // while (j < jump)

    j = 0;
    check = 0;

    } // while (col < n*tracker)

    file << endl;
    col = 0;
    row = row + 1;

    } // while (row < n)

// Prints out the solutions
while (currentLocation != n*tracker)
{
    while (j < n)
    {
        file << solution[currentLocation];
        currentLocation = currentLocation + 1;
        j = j + 1;
    }

    j = 0;

    // Prints out the spaces between the solutions
    while (j < jump)
    {
        file << " ";
        j = j + 1;
    }

    j = 0;

    } // while (currentLocation != (n*tracker))

file.close();
delete board;

} // main

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